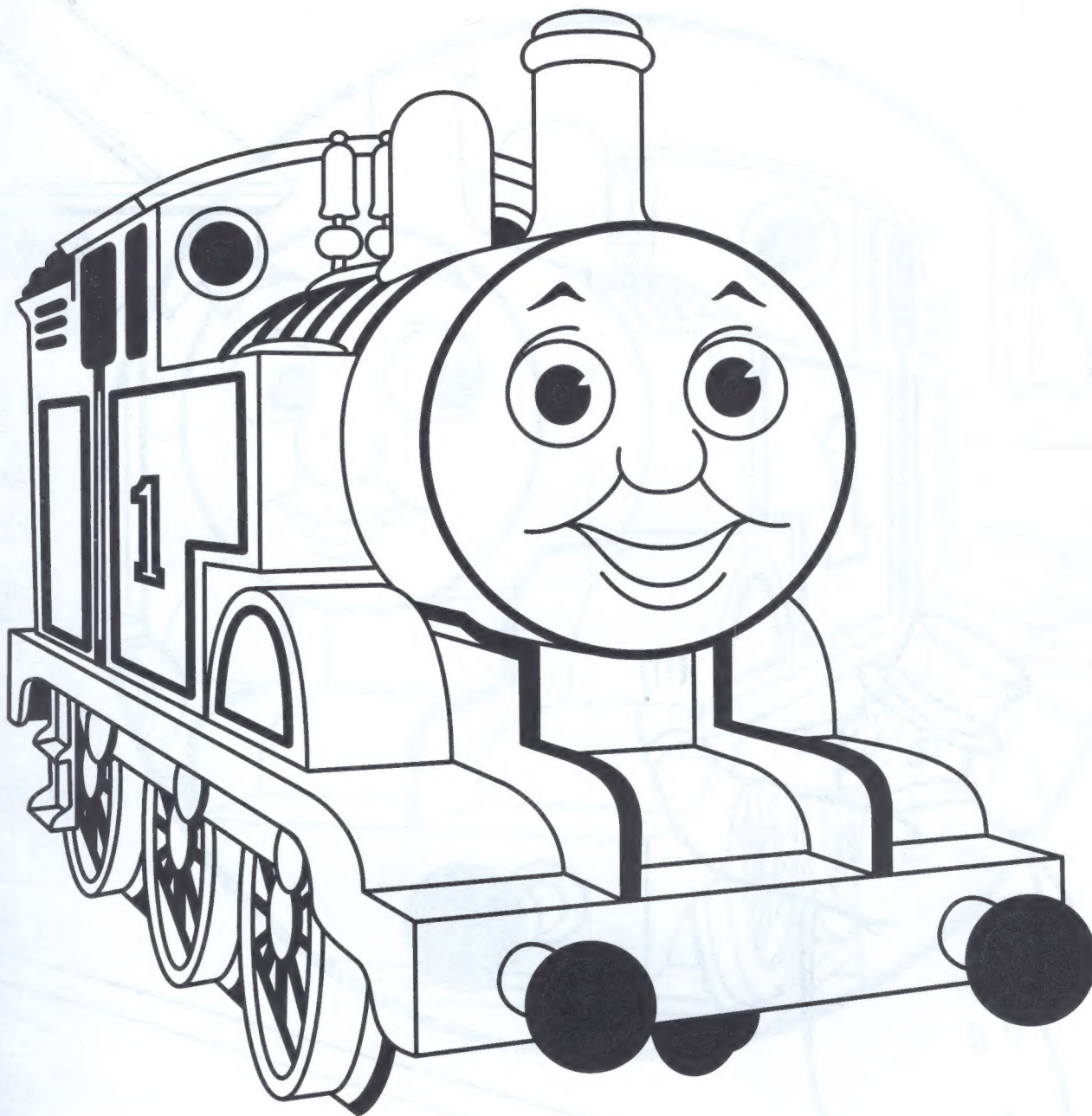


**THOMAS
& FRIENDS**

ColorTivity



**OFF ON A
JOURNEY**



CREATED BY *Britt* ALLCROFT



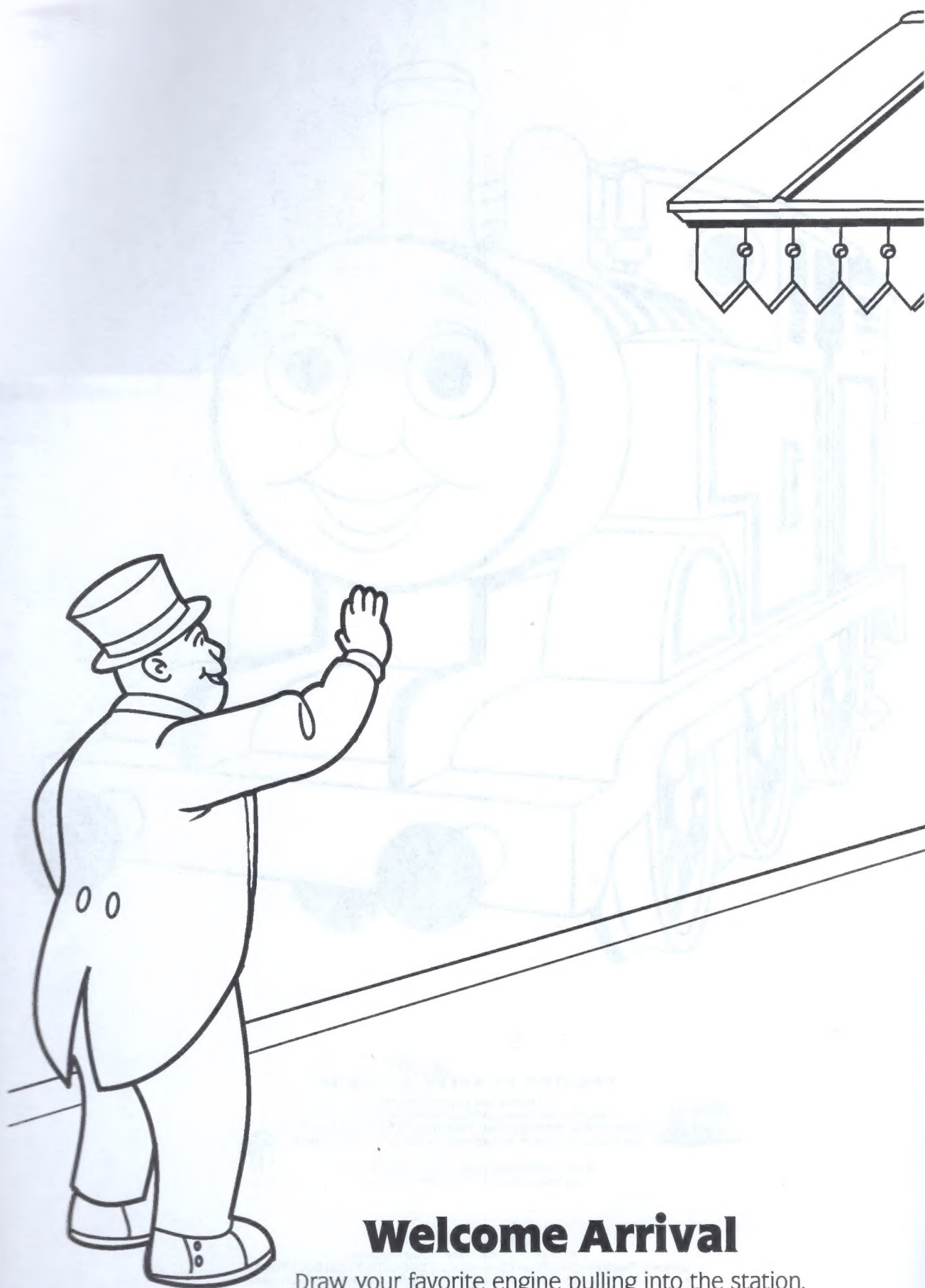
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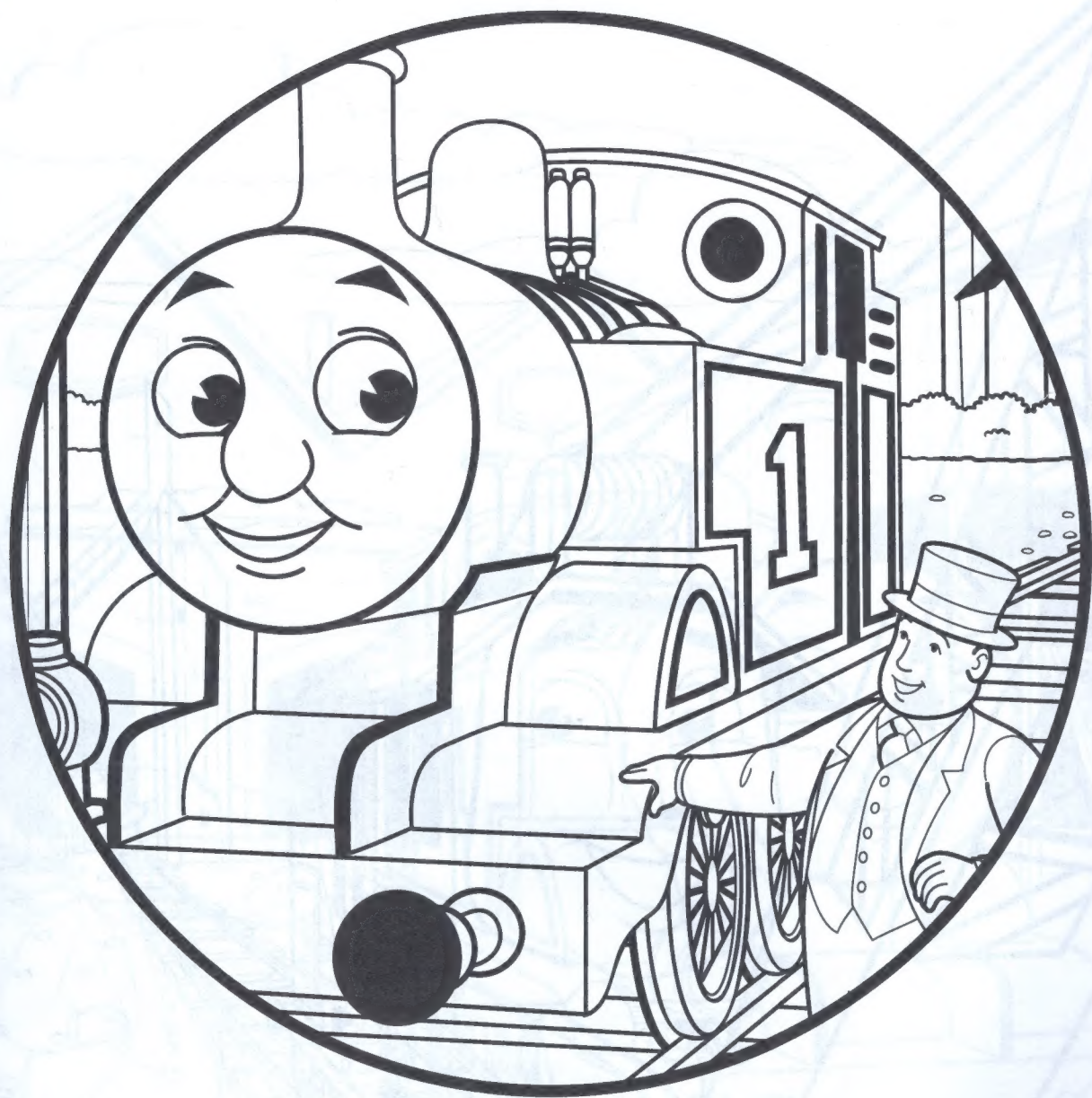
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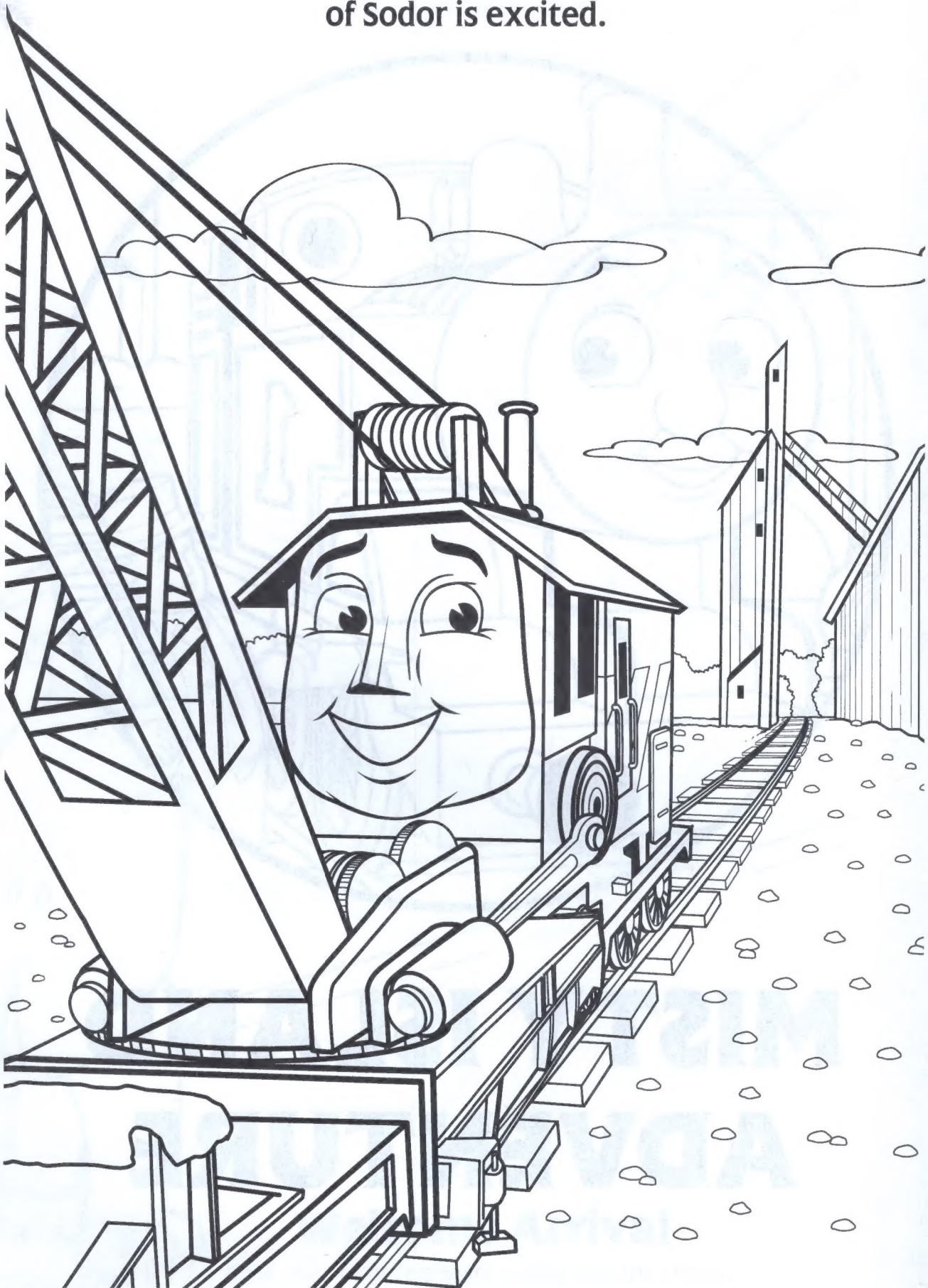
Welcome Arrival

Draw your favorite engine pulling into the station.

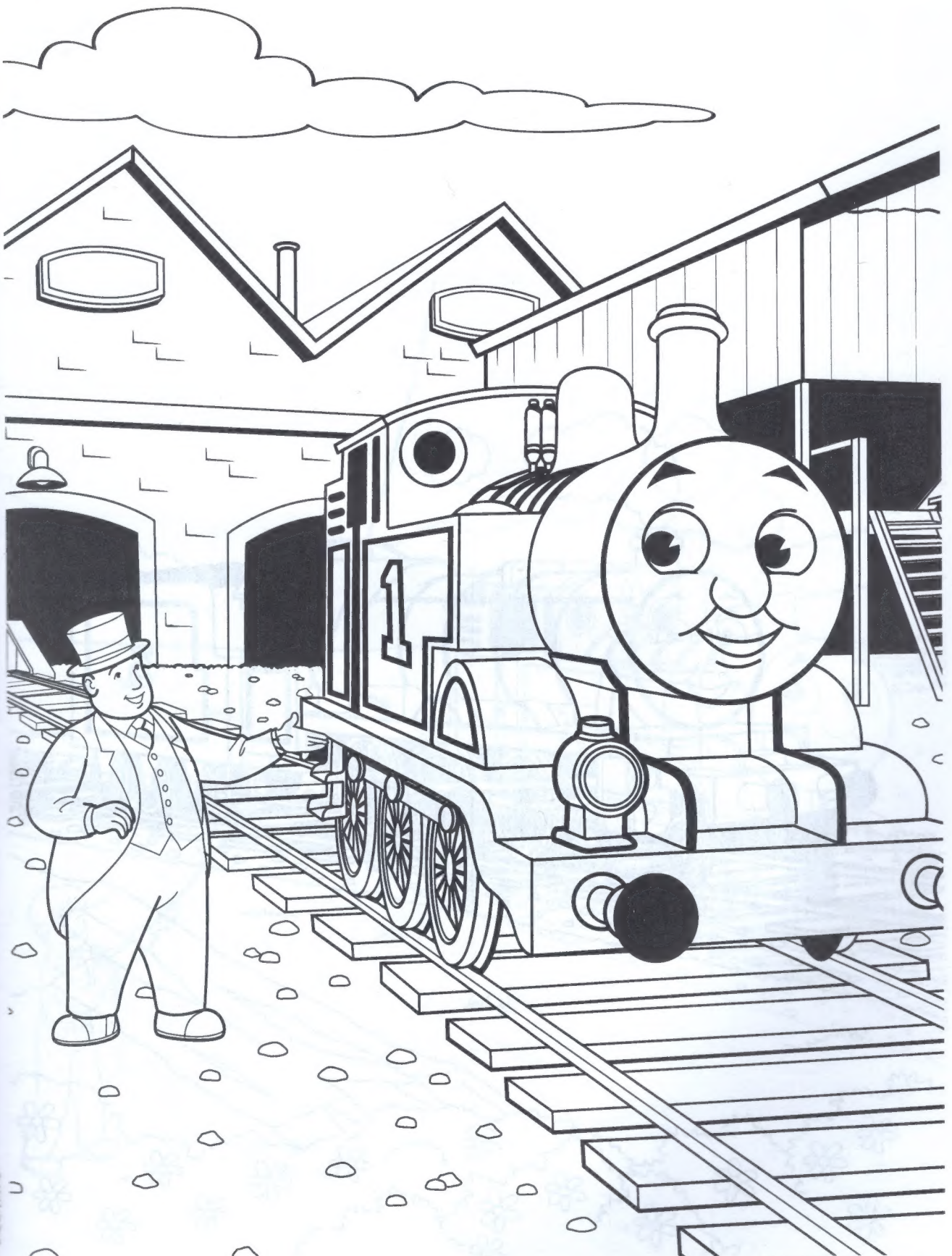


MISTY ISLAND ADVENTURE

Everyone on the Island
of Sodor is excited.

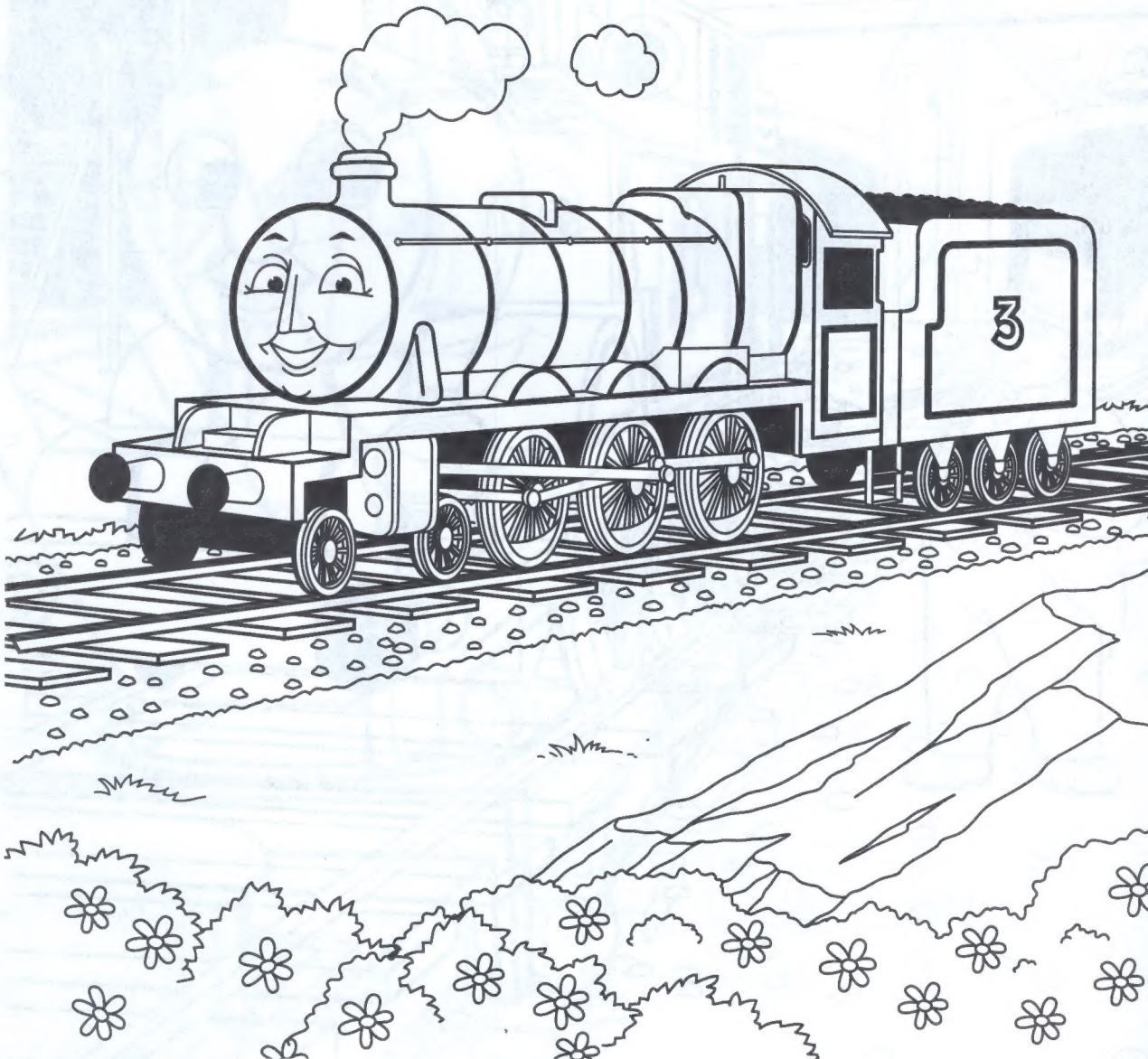


A new Search and Rescue Center
is being built.



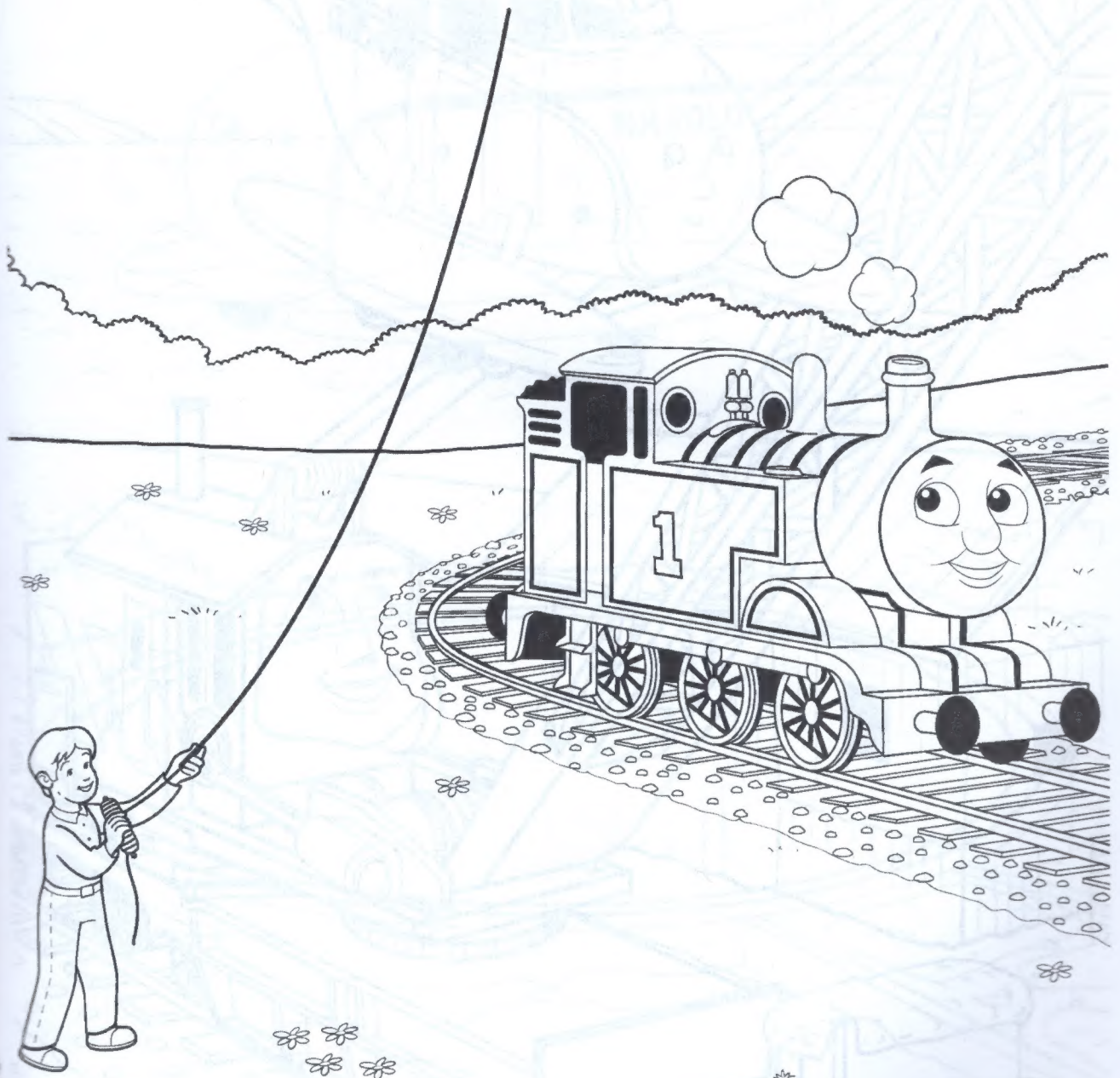
Henry loves the cool forest.

Draw trees in the background.

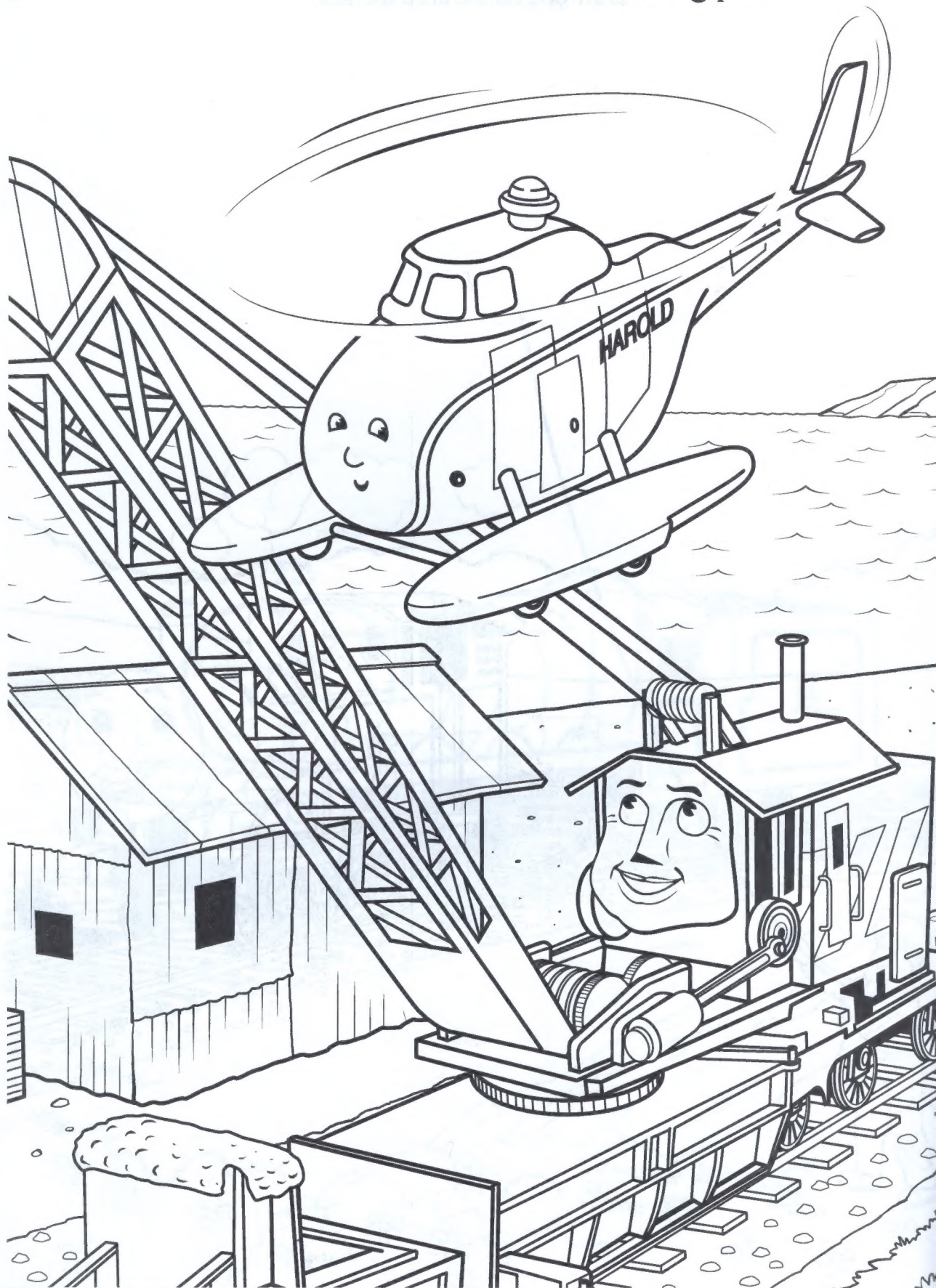


Thomas enjoys watching kites fly.

Draw one for his little friend.

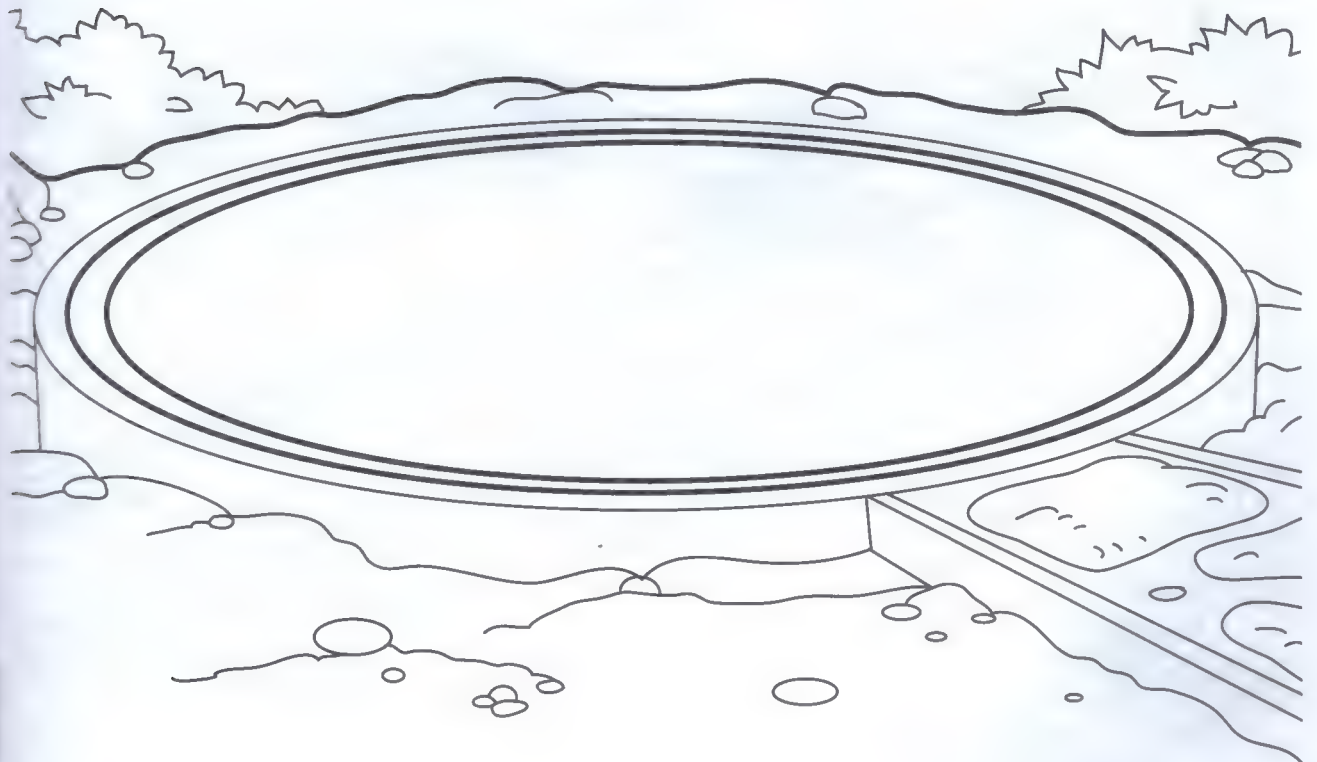
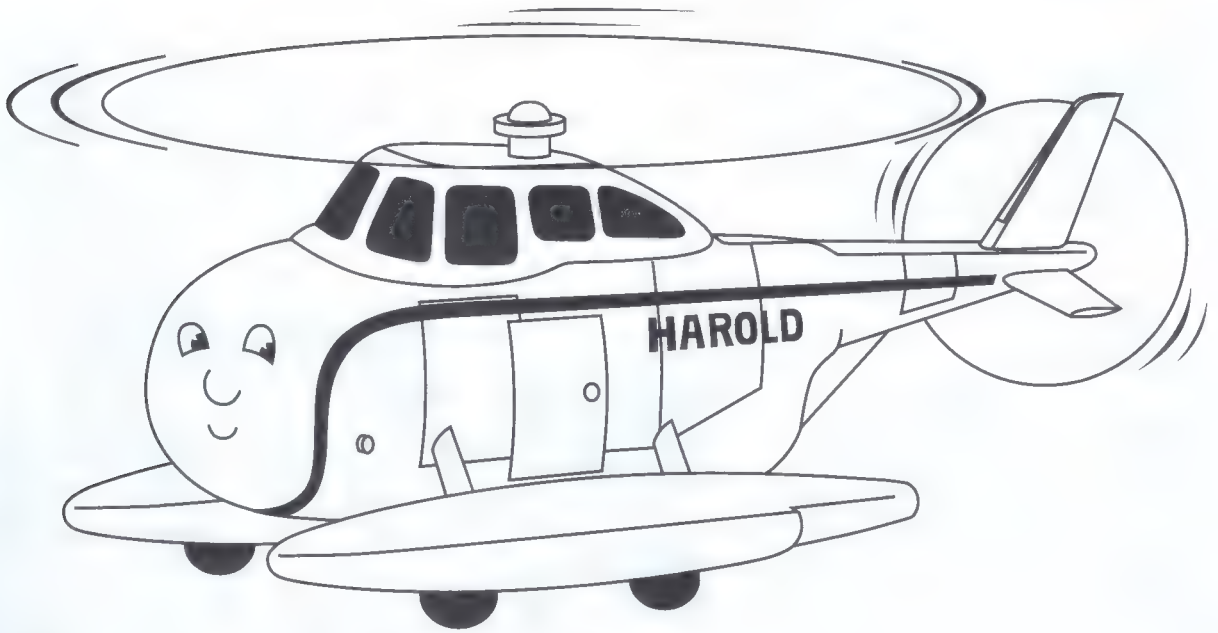


Rocky will have his own shed,
and Harold will have a new landing pad.

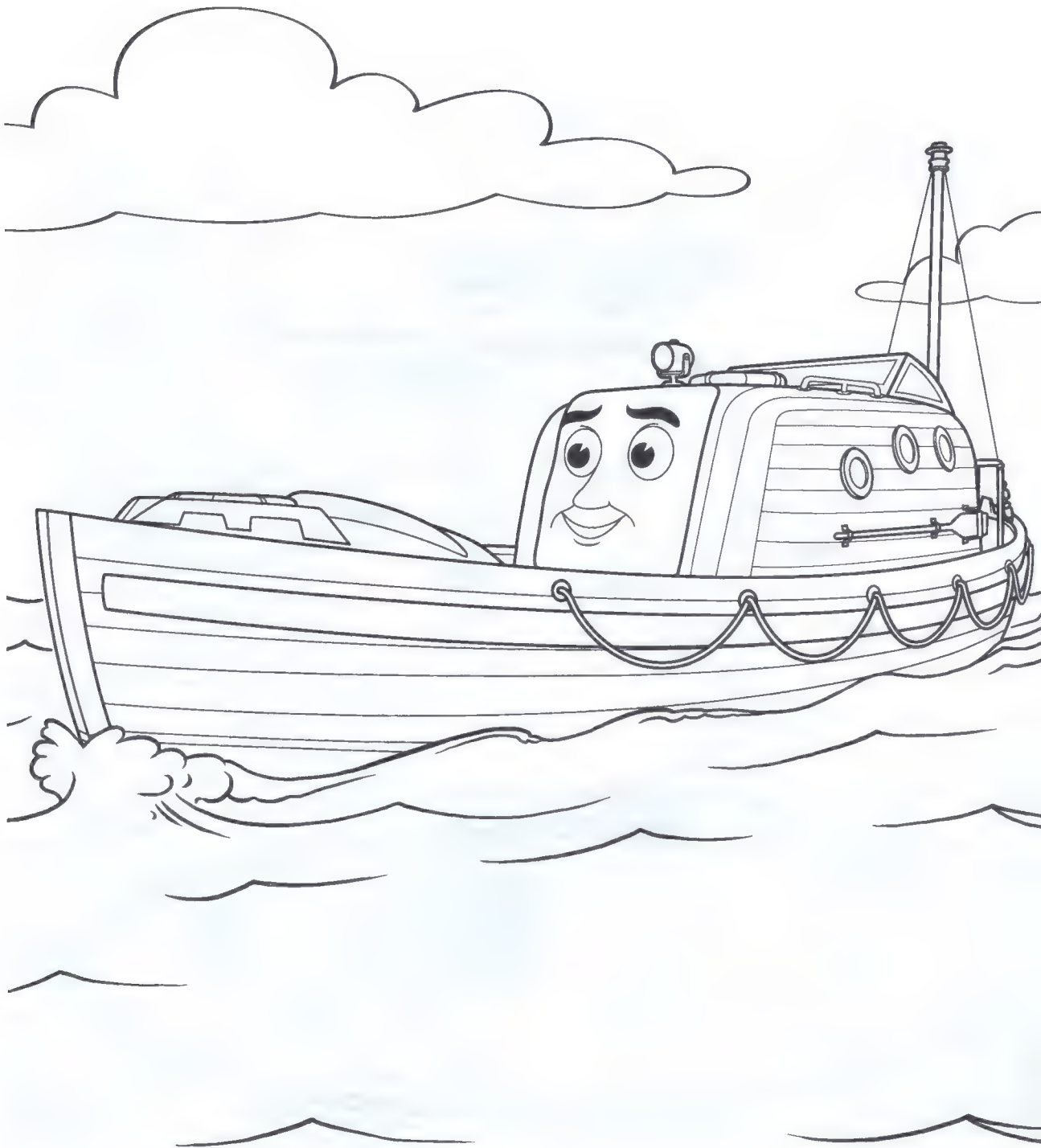


Incoming!

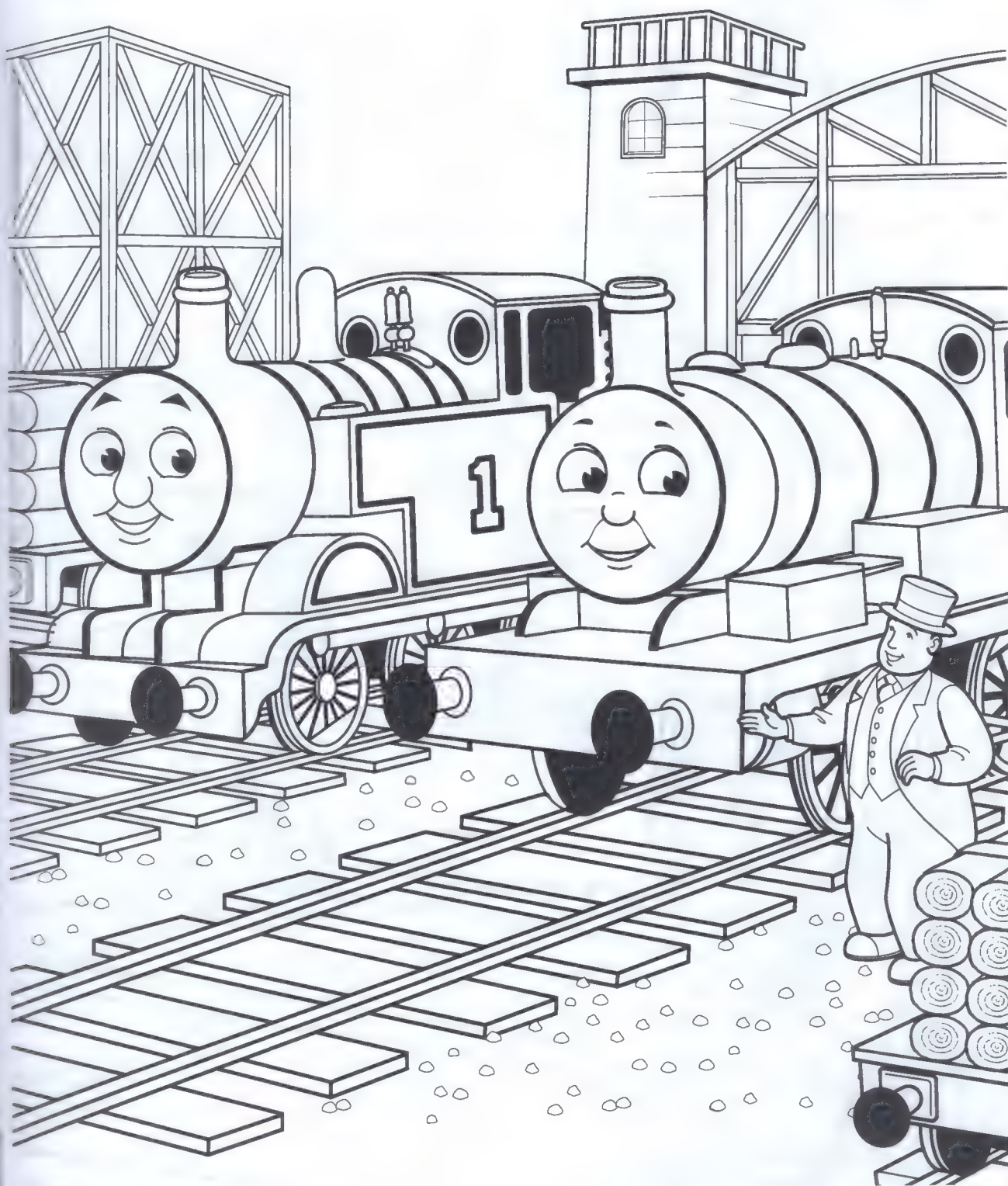
Draw a big X on the landing pad so that Henry knows where to land.



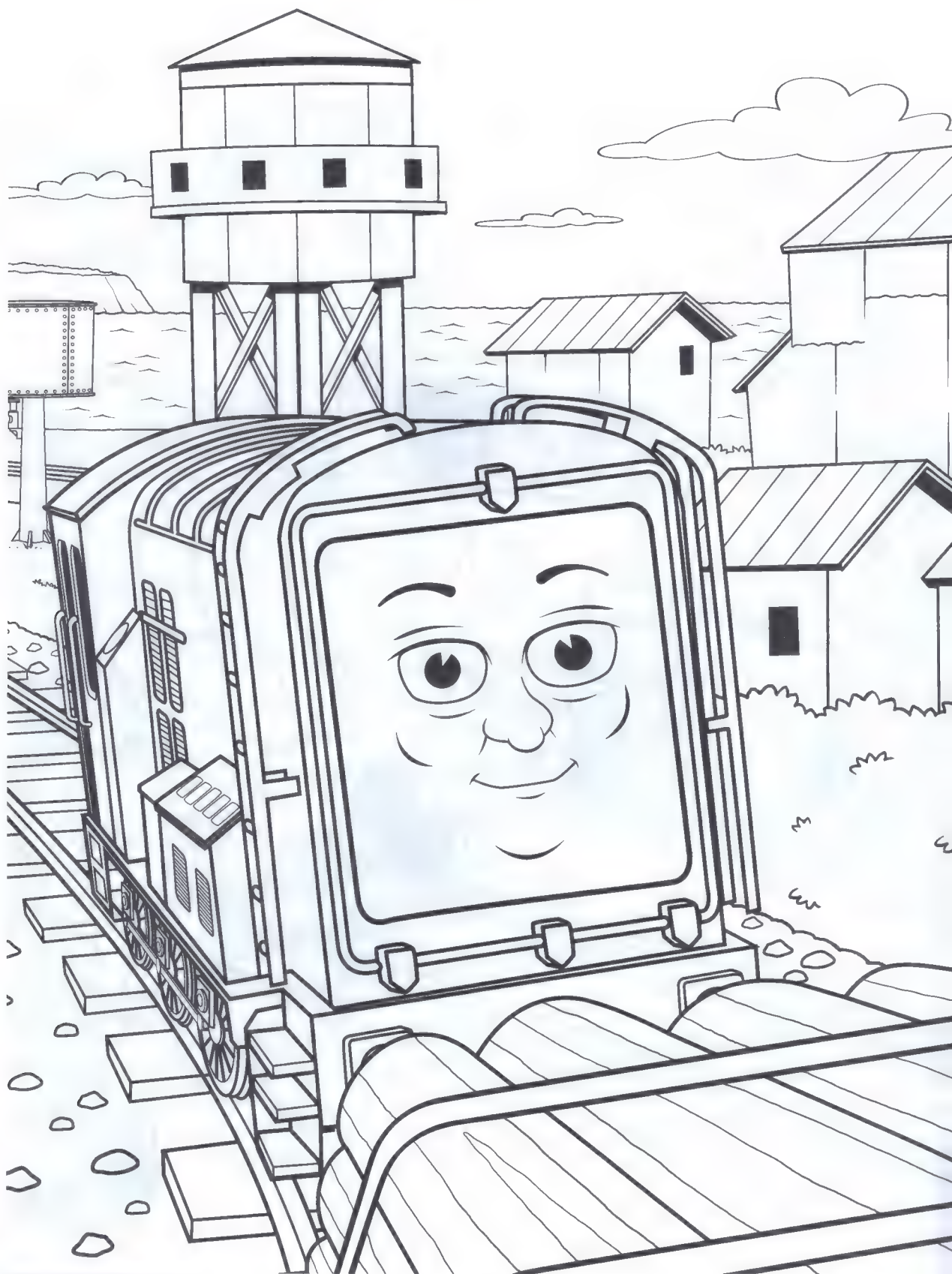
There will be a new dock for Captain.



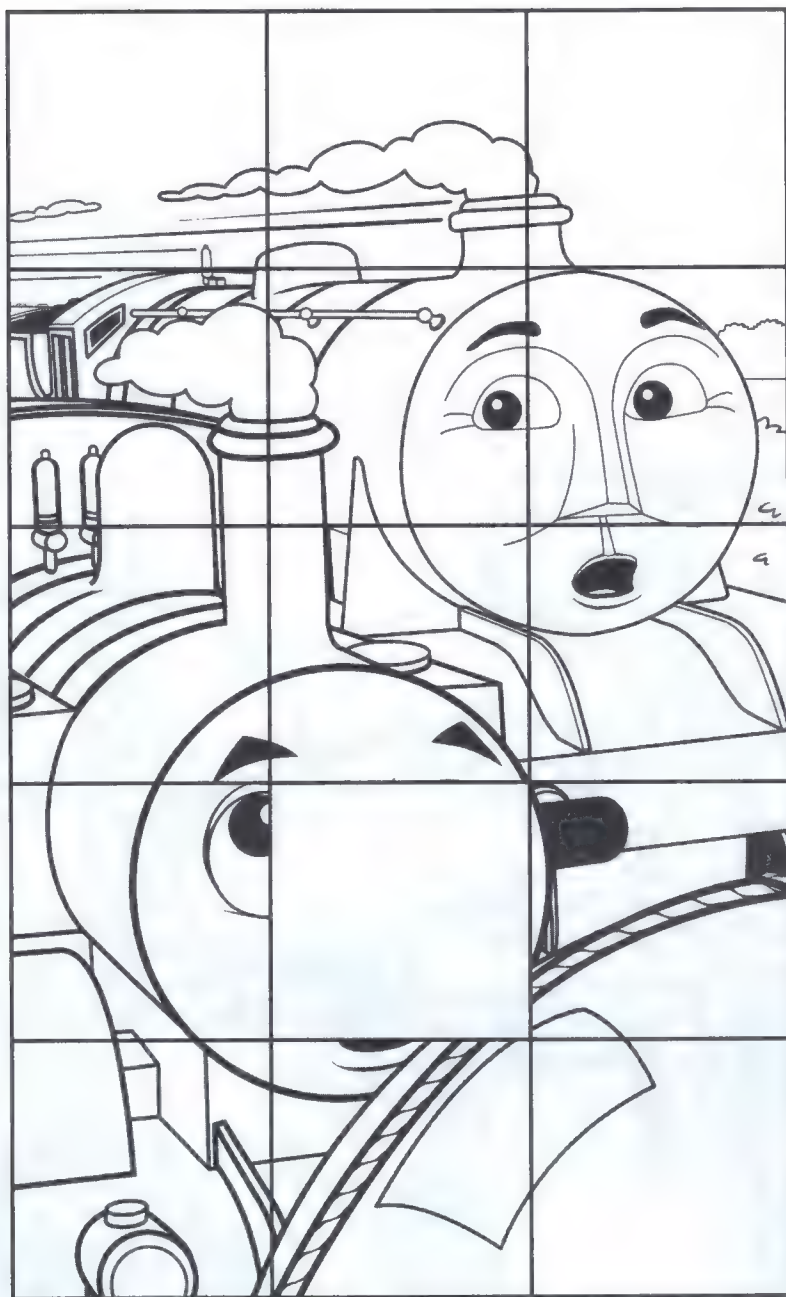
Sir Topham Hatt explains that special jobi wood
is needed for the building.



**Diesel wants to be Really Useful.
He hauls the jobi wood—without permission.**



Which piece finishes the picture?



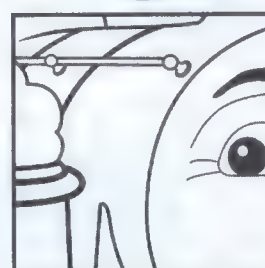
A



B



C

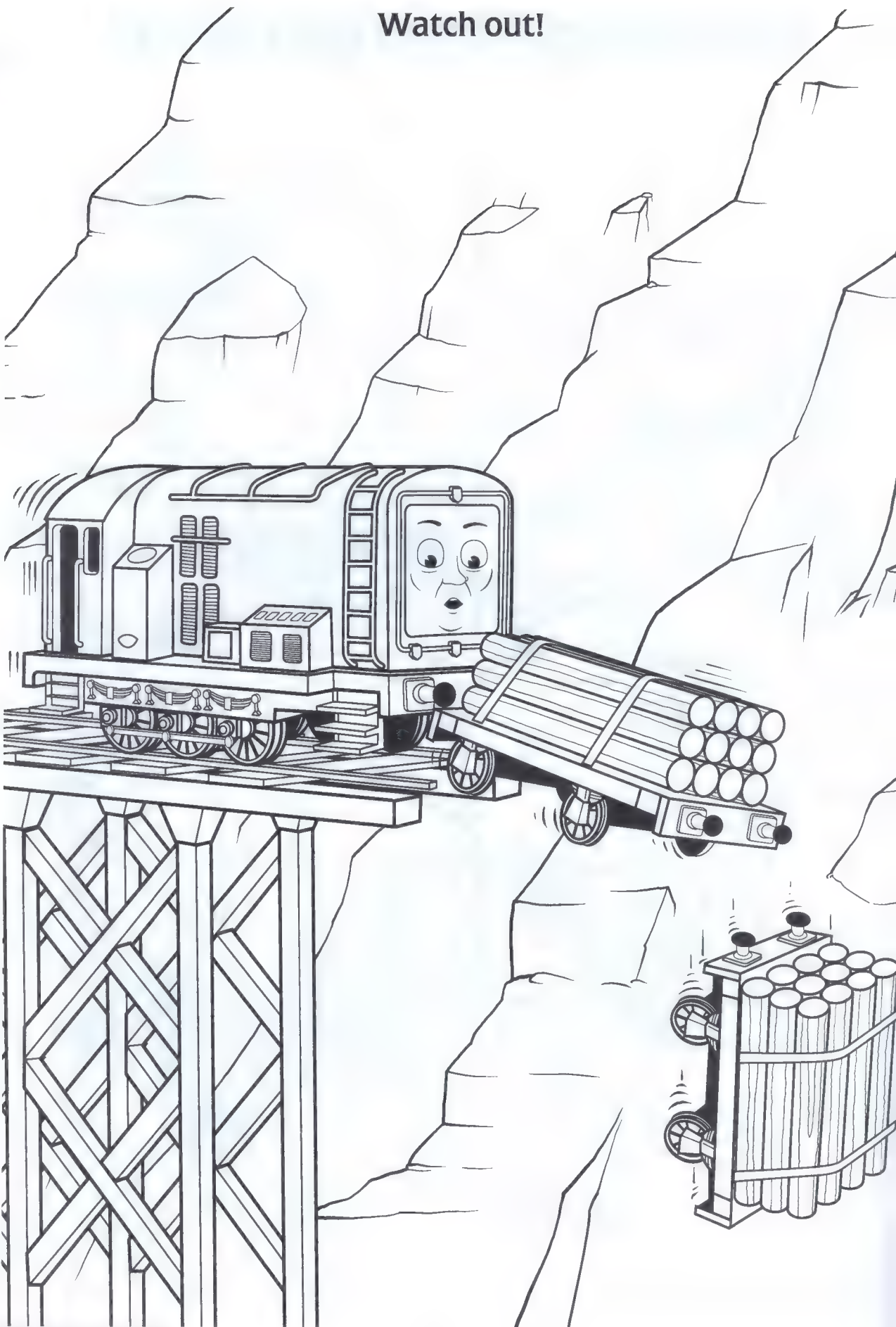


D

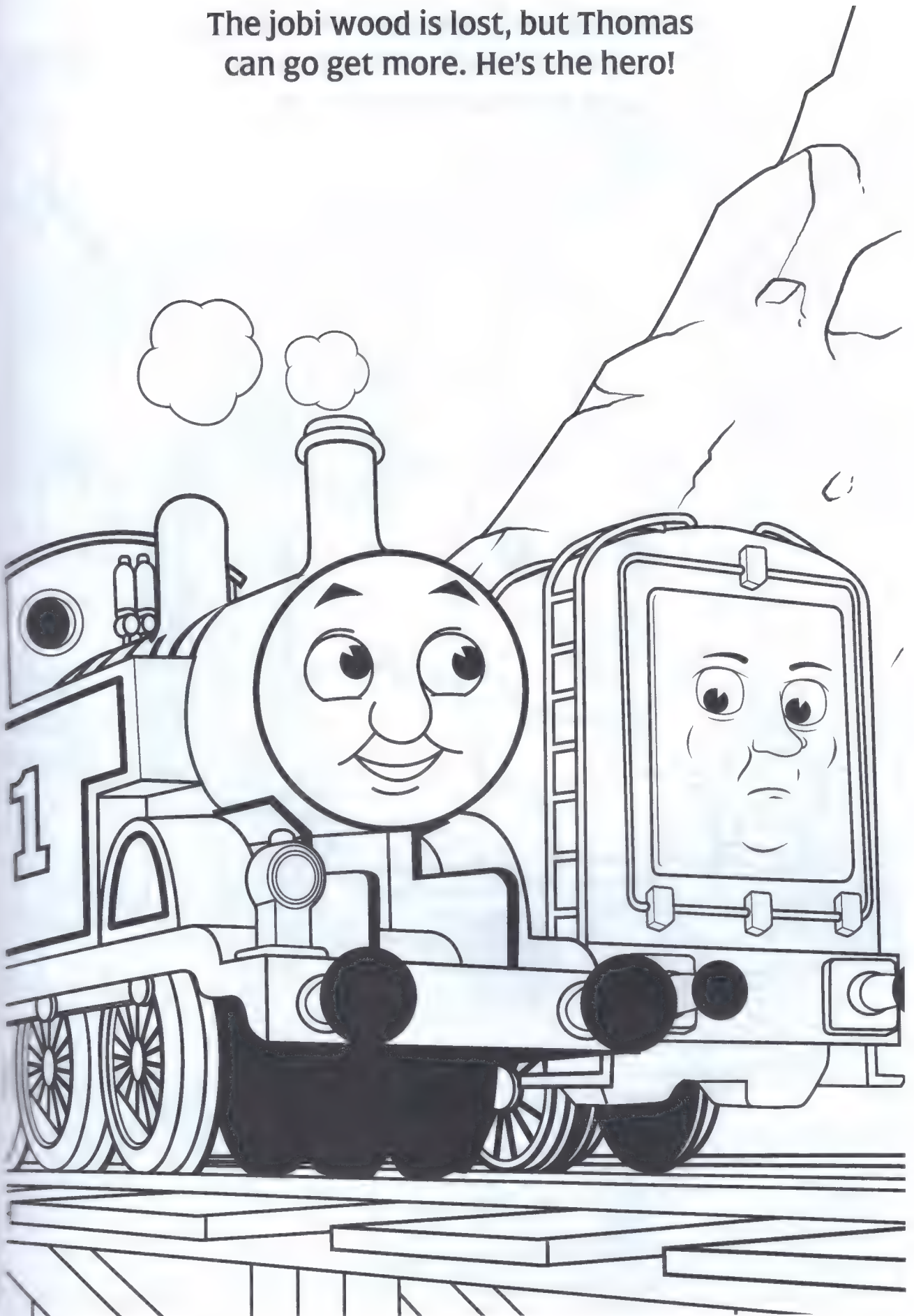


Your Answer

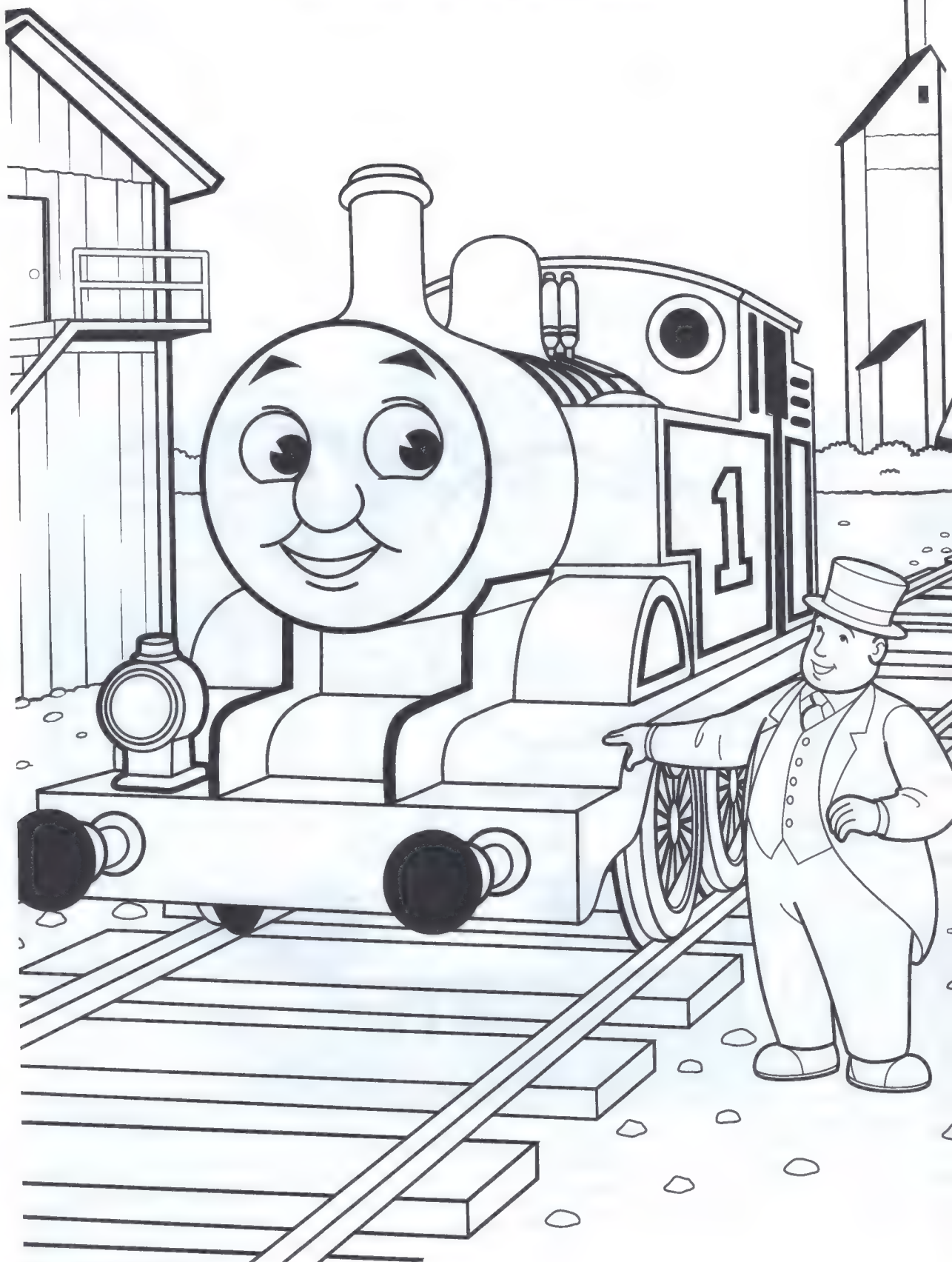
Watch out!



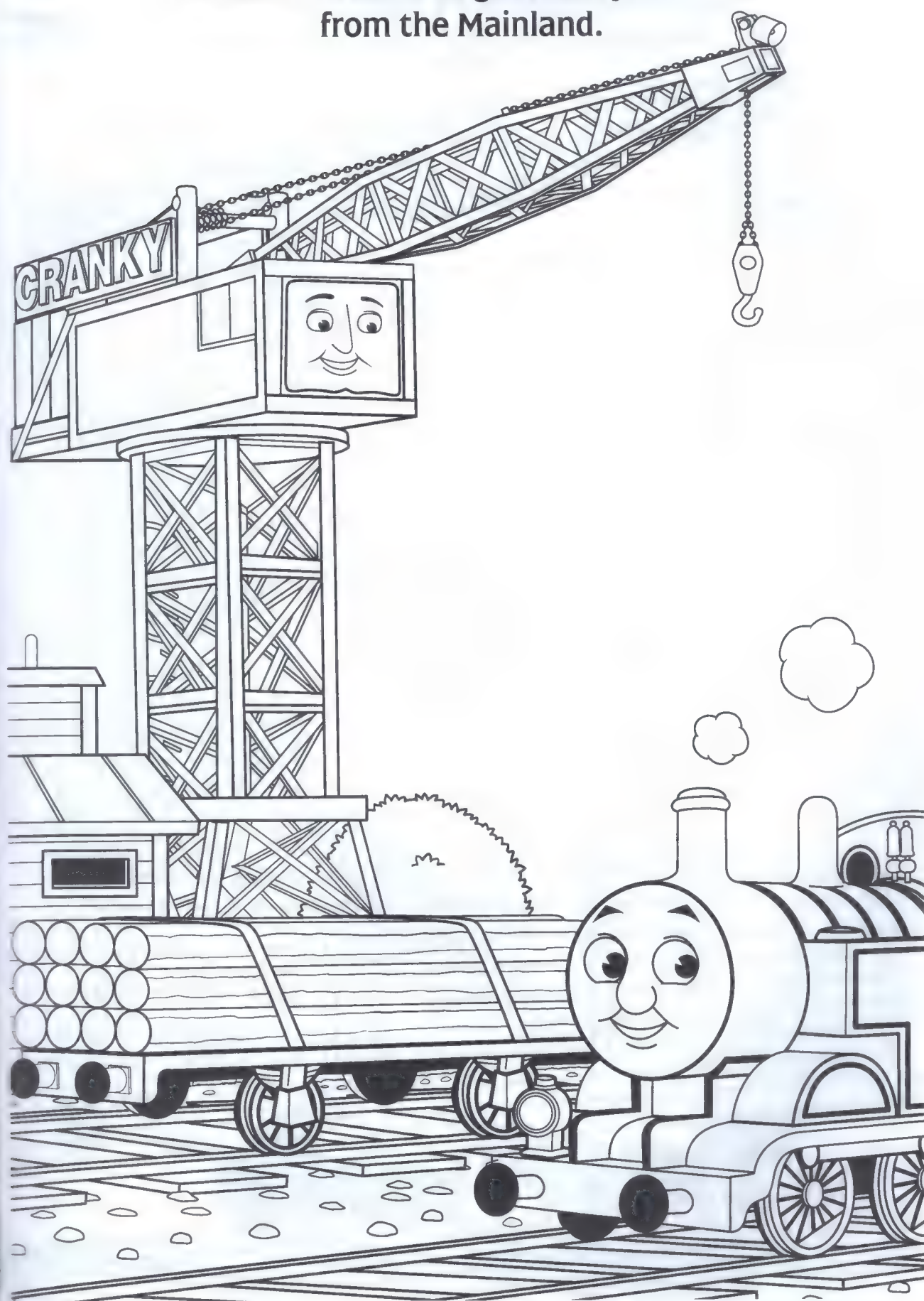
The jobi wood is lost, but Thomas
can go get more. He's the hero!



Sir Topham Hatt tells Thomas
that he makes good decisions
and that he is very brave.

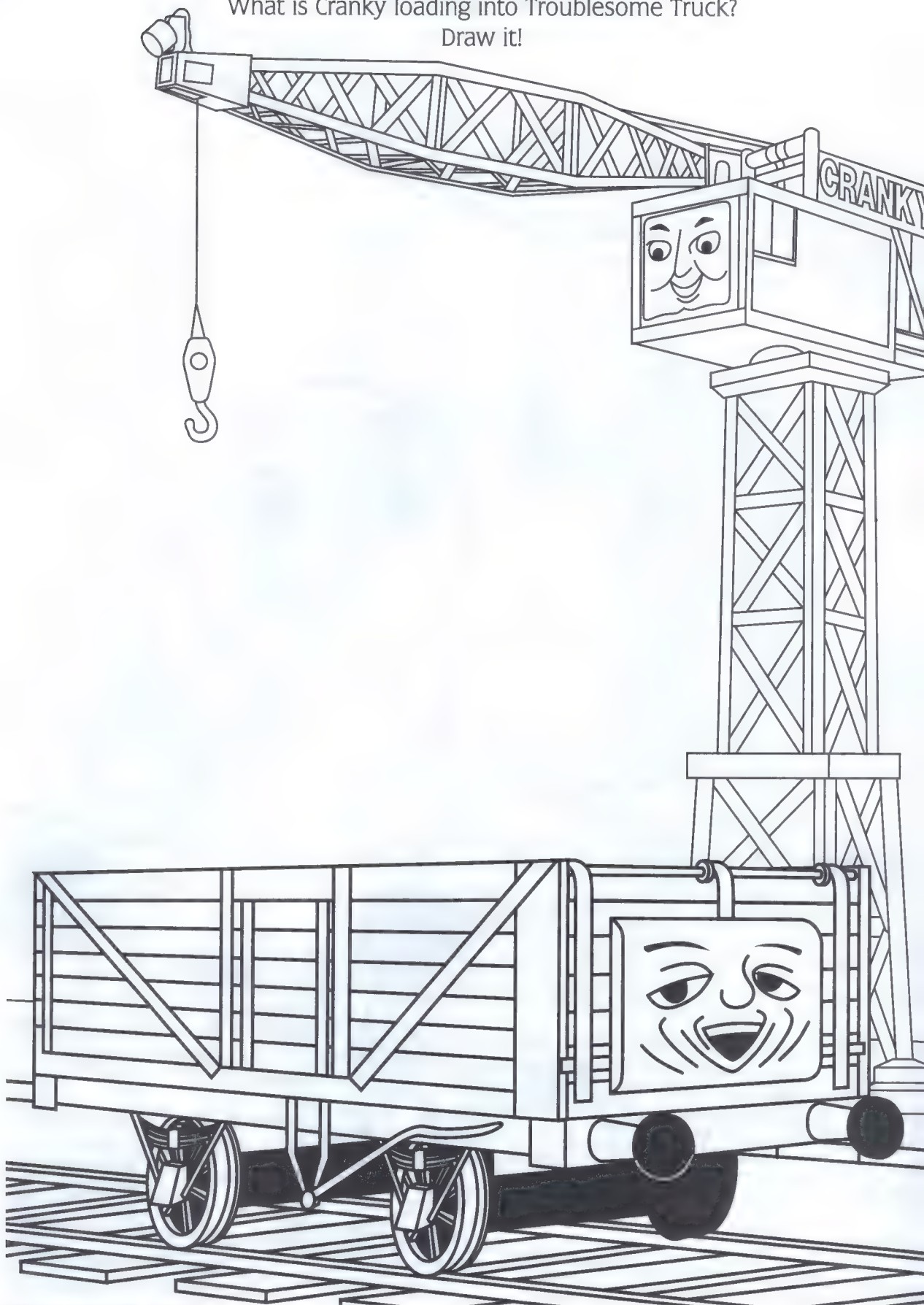


Thomas is chosen to get more jobi wood
from the Mainland.



Load it up!

What is Cranky loading into Troublesome Truck?
Draw it!

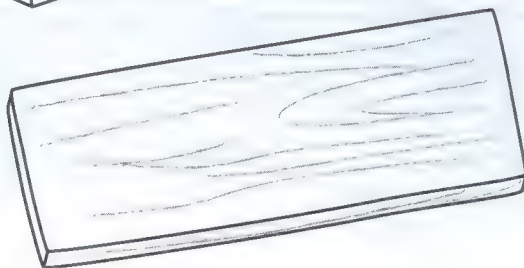
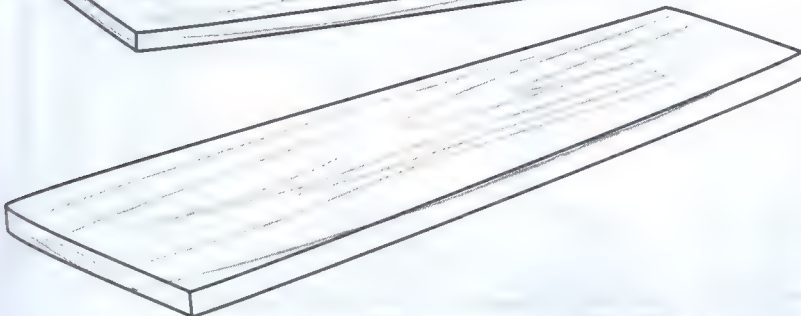


Count the wood planks.

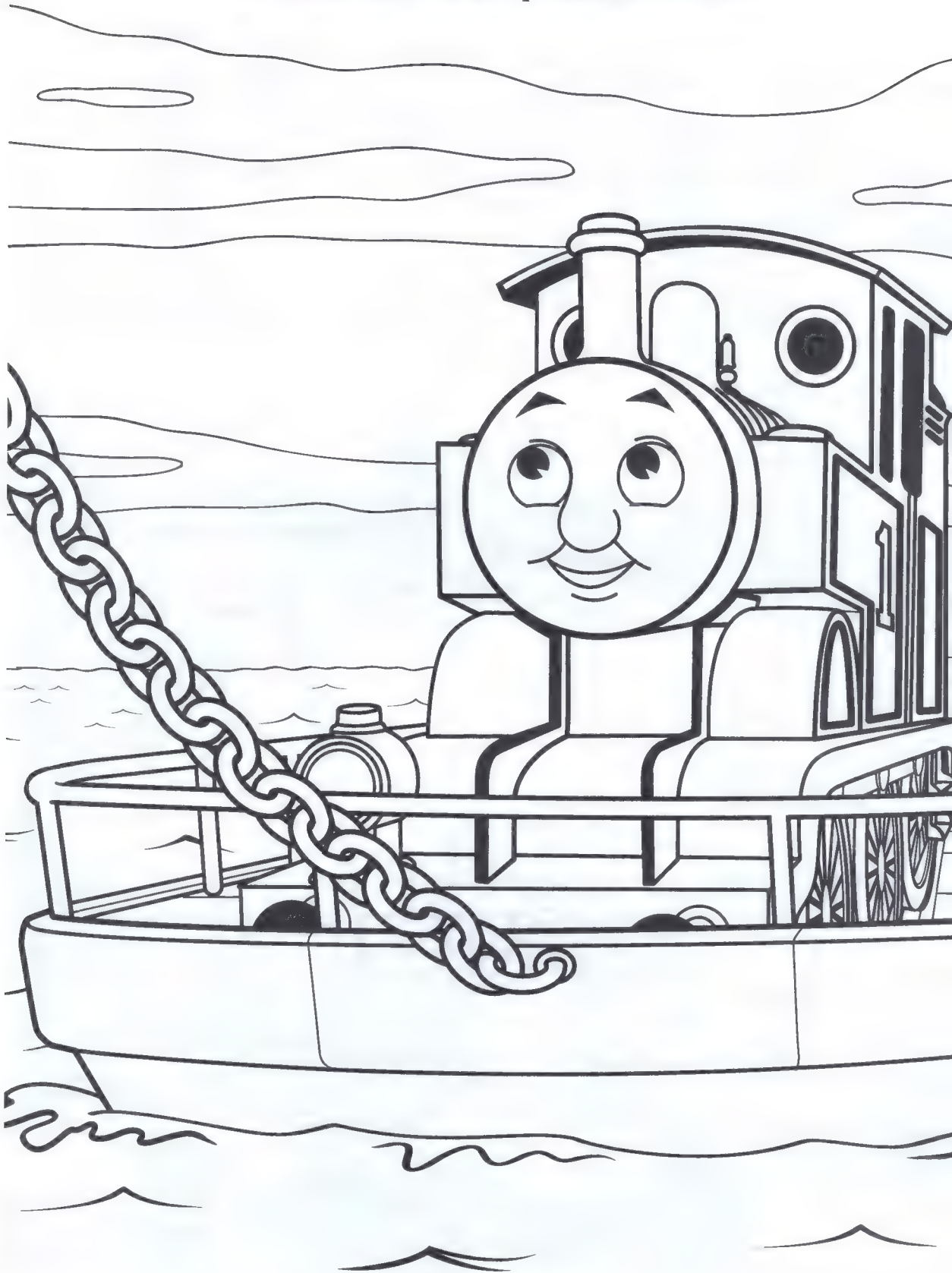
Color and count! How many do you see?



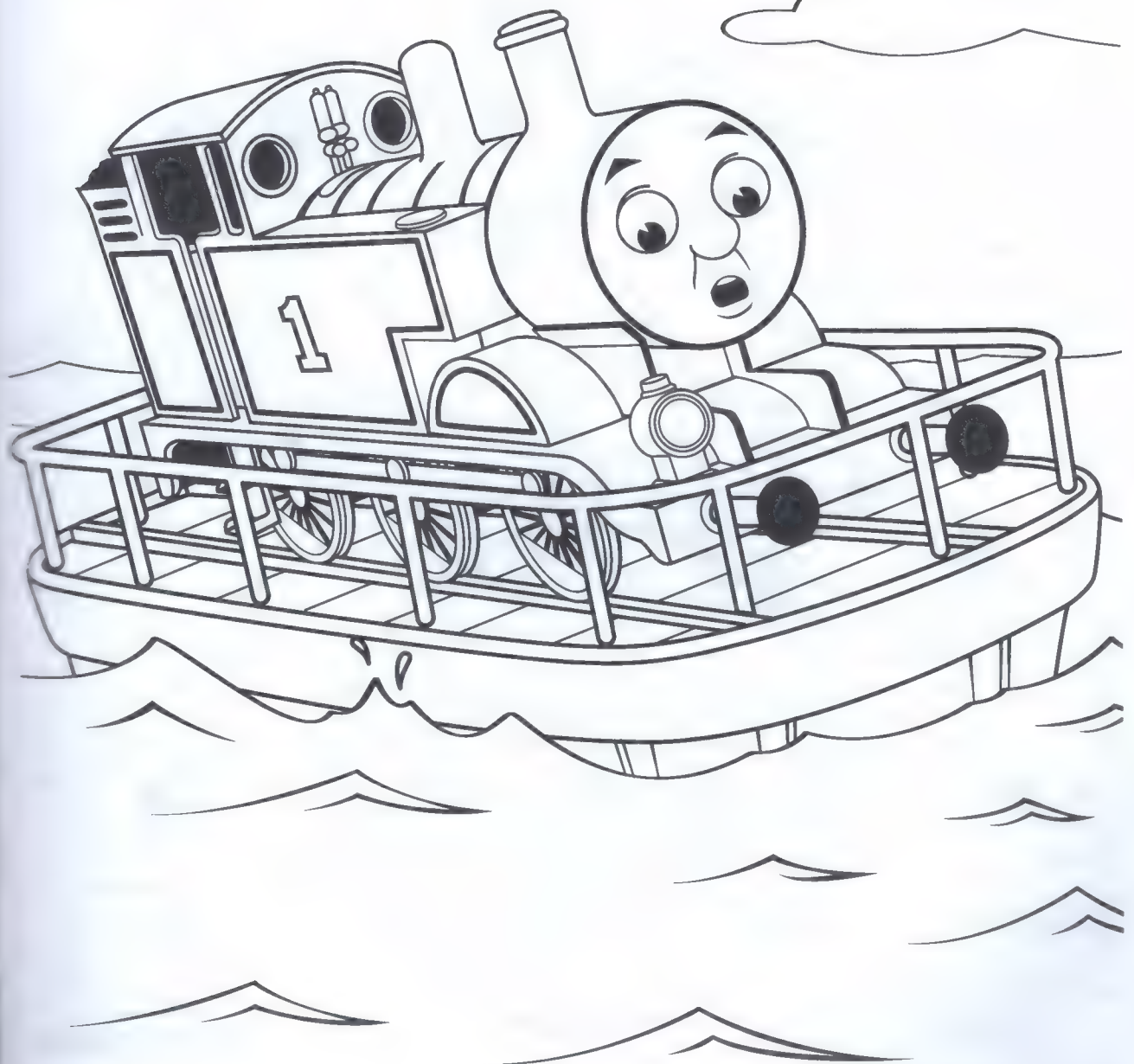
Your Answer



There's no room on the ship,
so Thomas will be pulled on a raft.

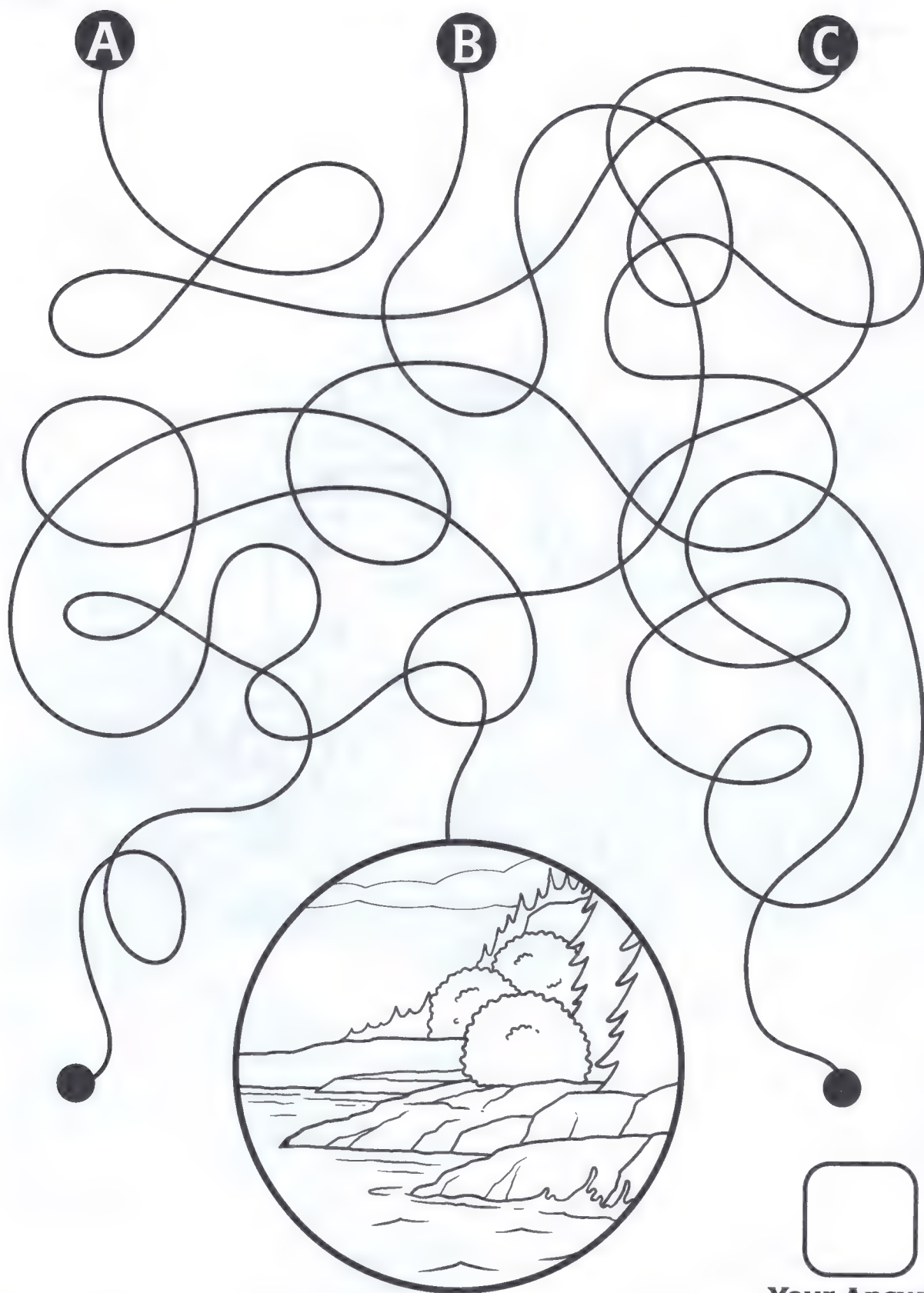


But the chain breaks.
Thomas is lost at sea!



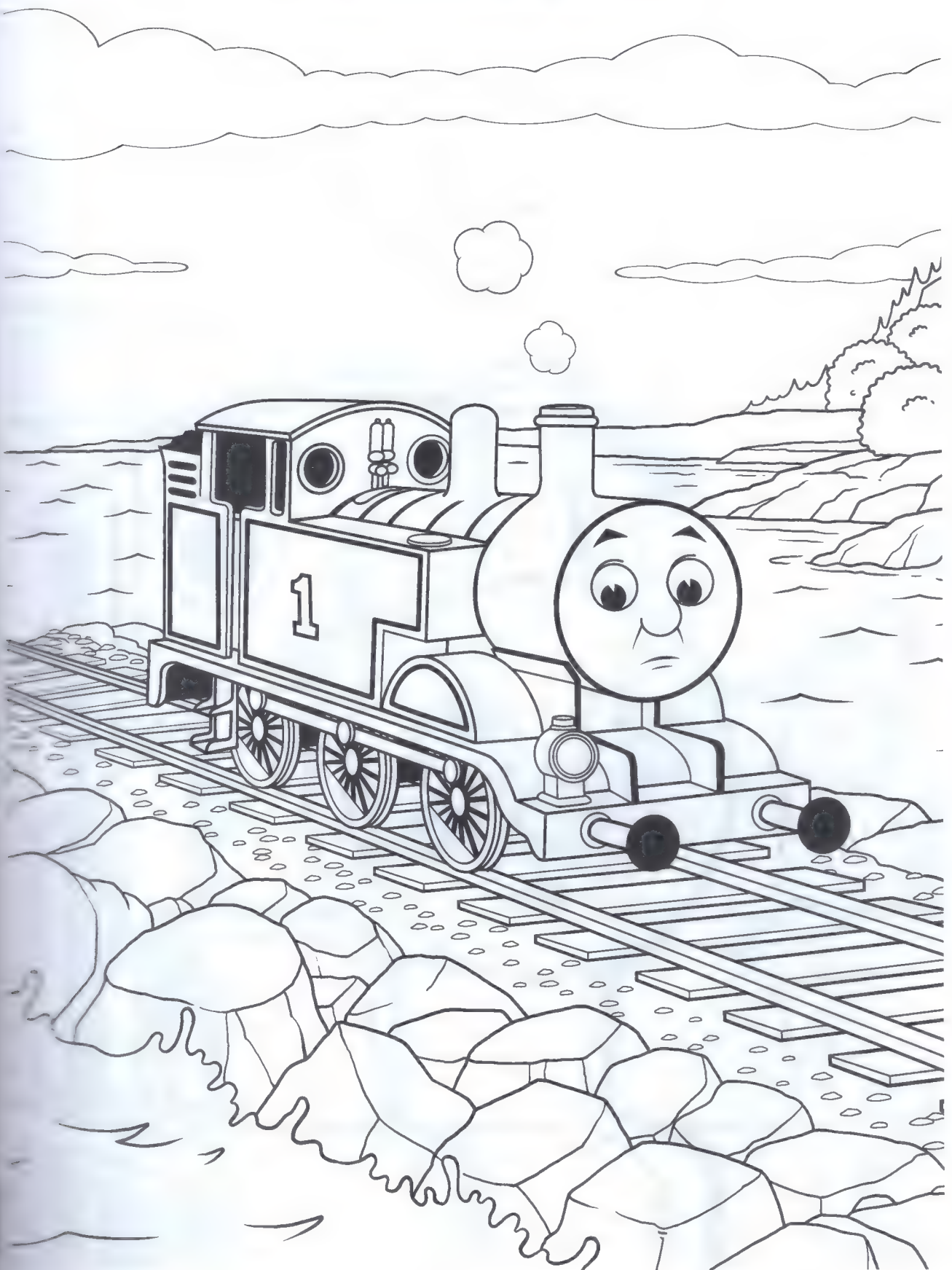
Lost at Sea

Which line leads to land?

☐

Your Answer

The next morning, Thomas finds
himself on a strange island.



**"Fenders and fireboxes! Where am I?"
Thomas wonders.**

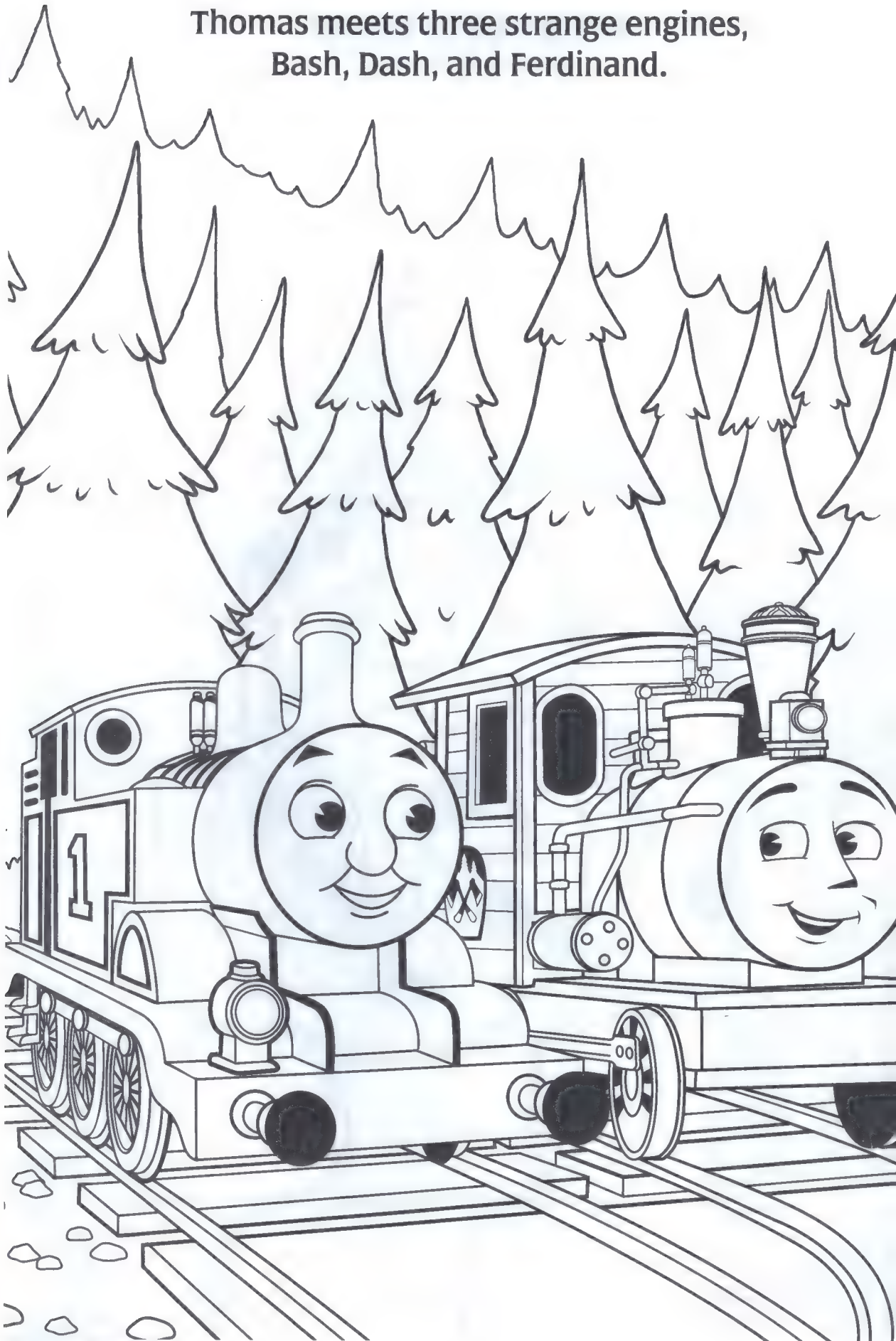


A Foreign Land

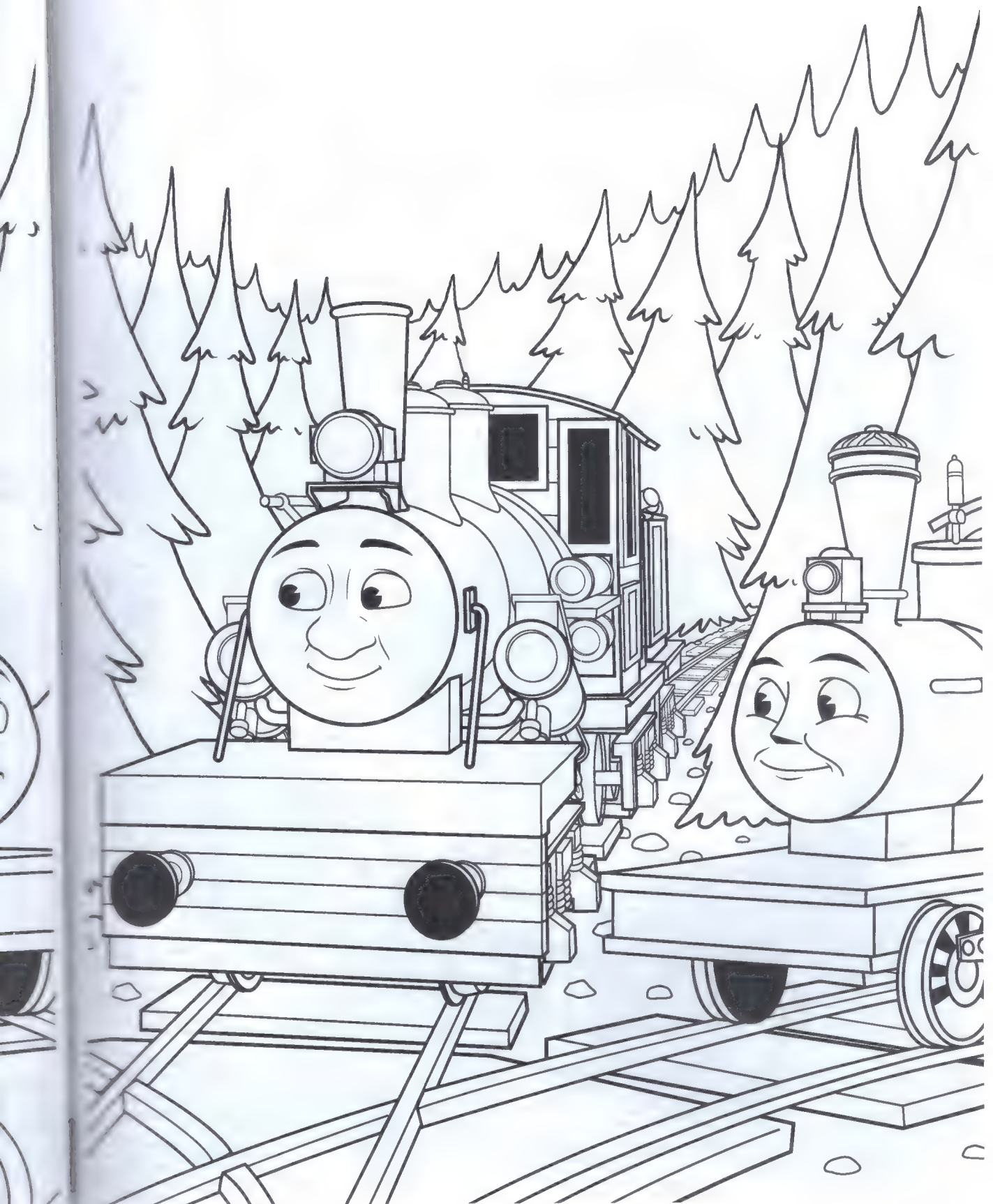
Draw an exotic nature scene around Thomas.



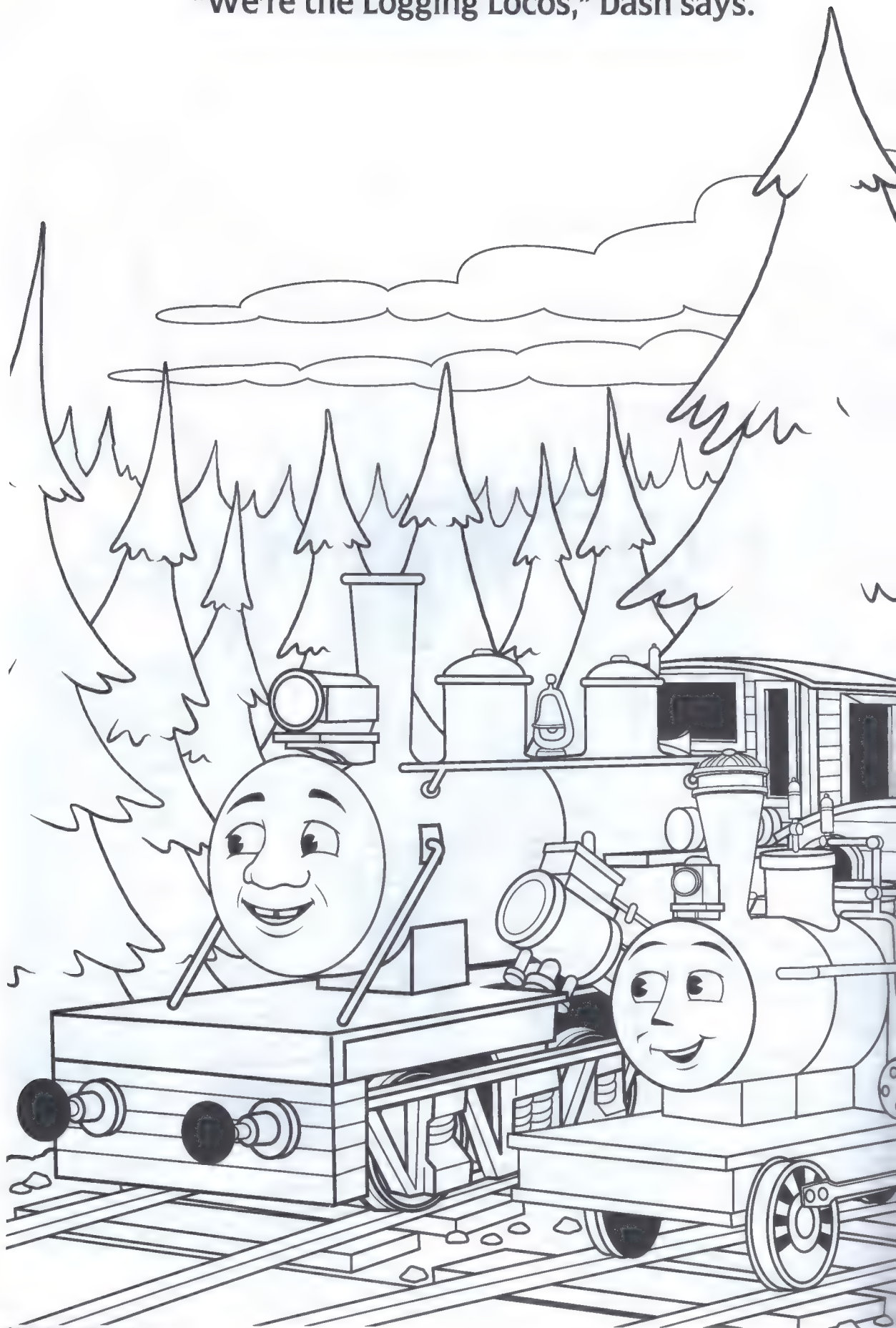
**Thomas meets three strange engines,
Bash, Dash, and Ferdinand.**



They tell him that he's on Misty Island.



"We're the Logging Locos," Dash says.

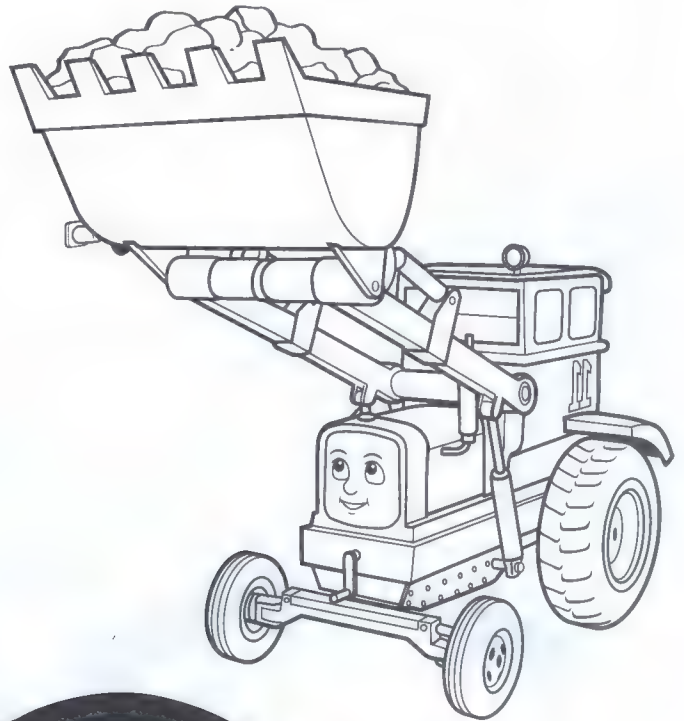


Shadow Match

Which shadow belongs to Jack?



Your Answer



A



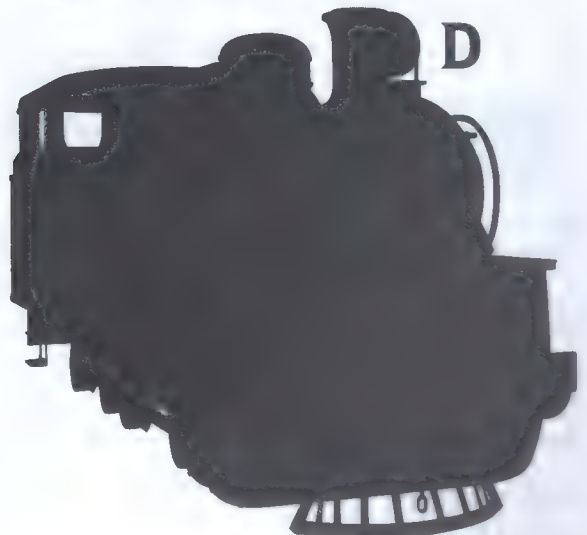
B



C



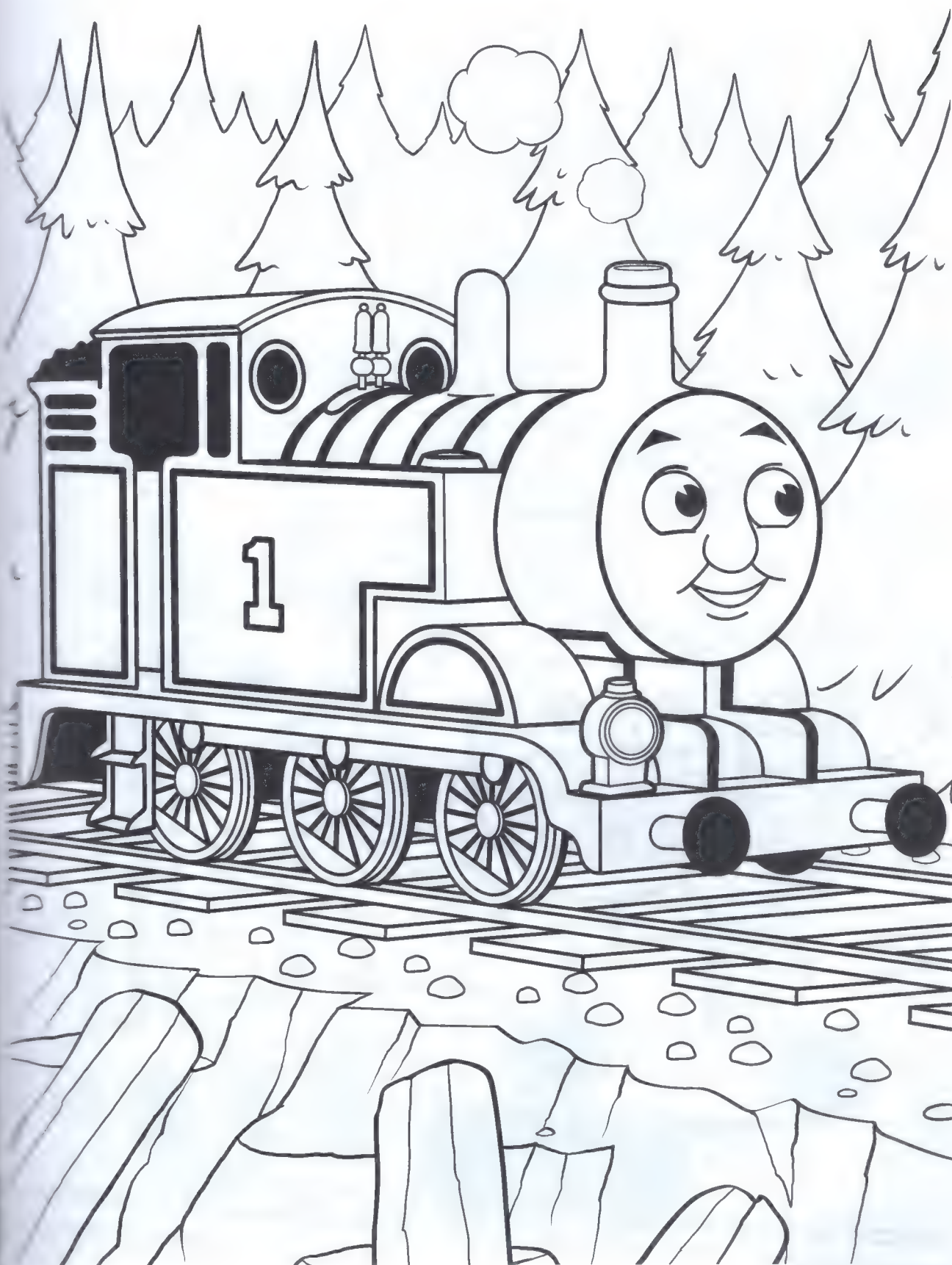
D



Thomas is sure these silly engines
can't help him get home.



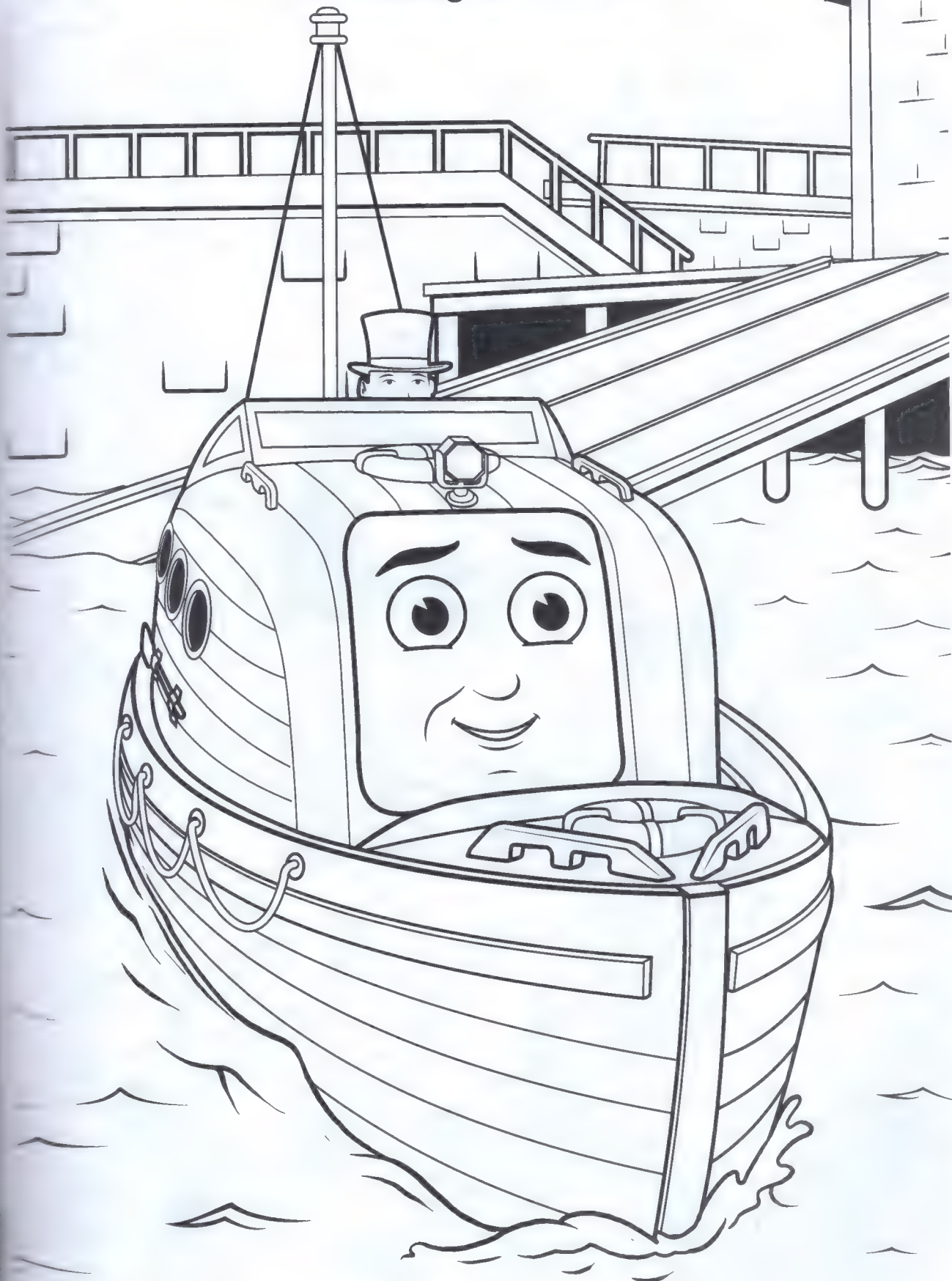
"I'm brave. I make good decisions.
I'm not worried," Thomas tells himself.



Misty Island is very foggy
and mysterious at night.



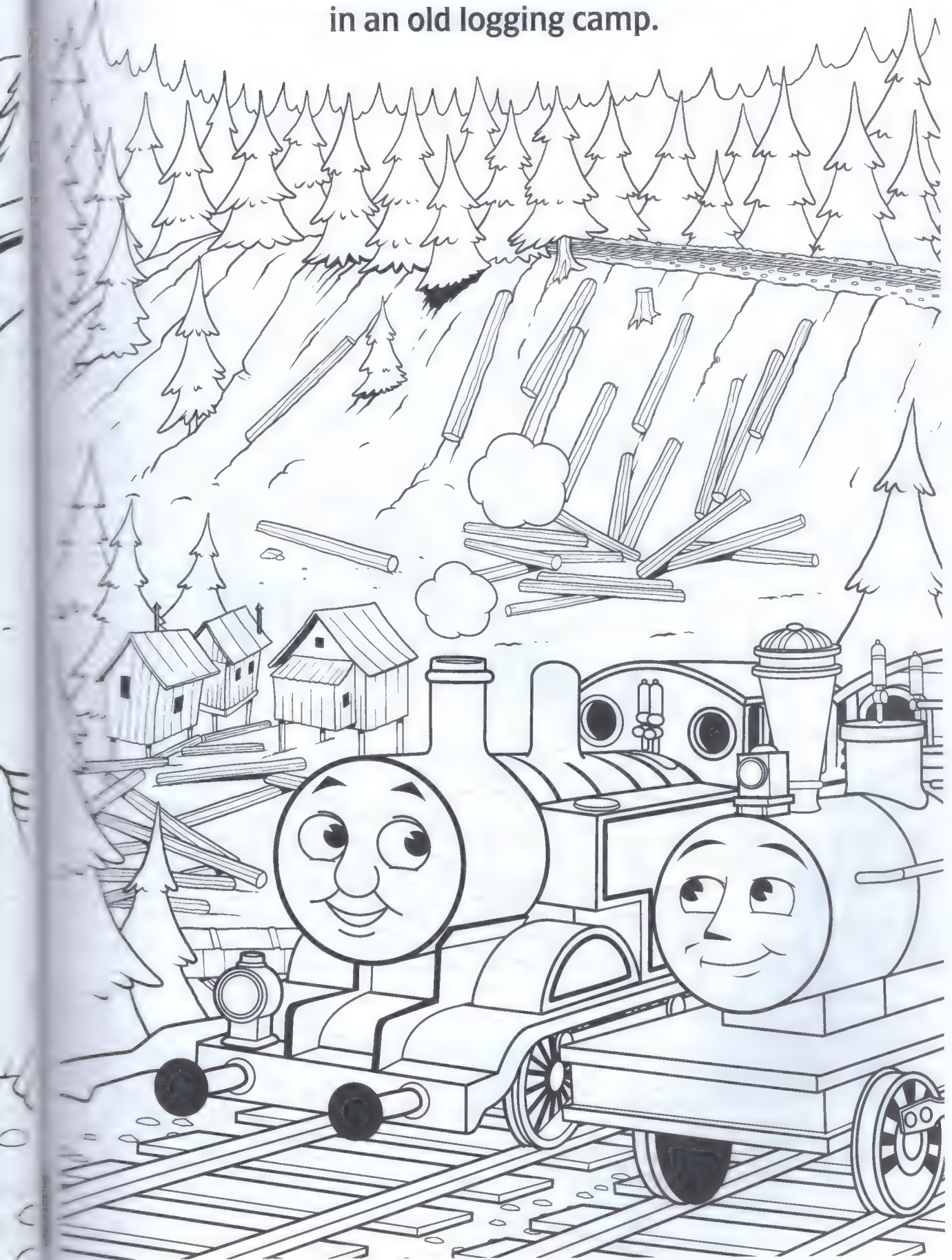
Meanwhile, Captain and Sir Topham Hatt
are looking for Thomas.



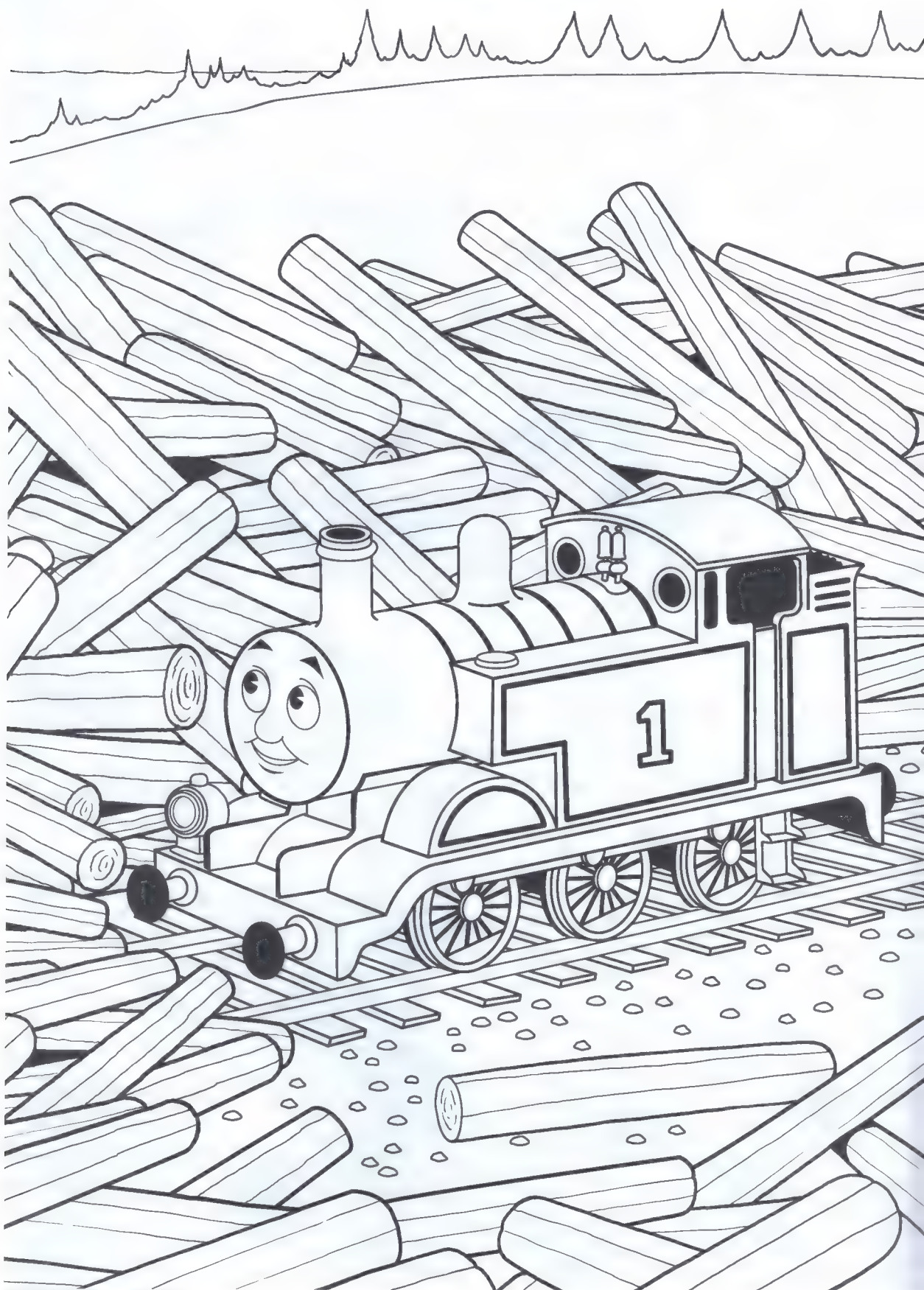
Thomas is lost.
"Where could those Logging Locos be?"



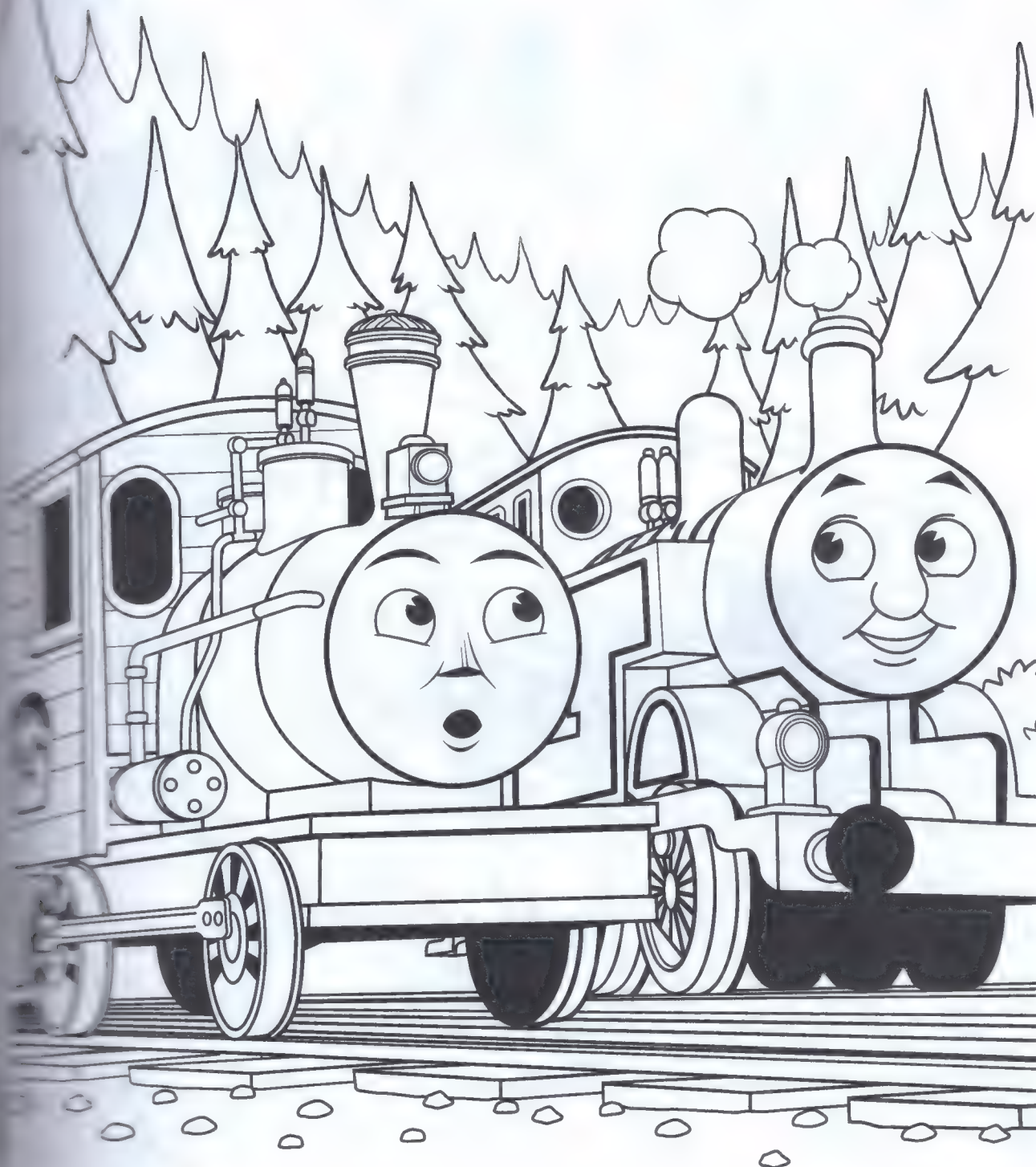
**Thomas finds Bash and Dash working
in an old logging camp.**



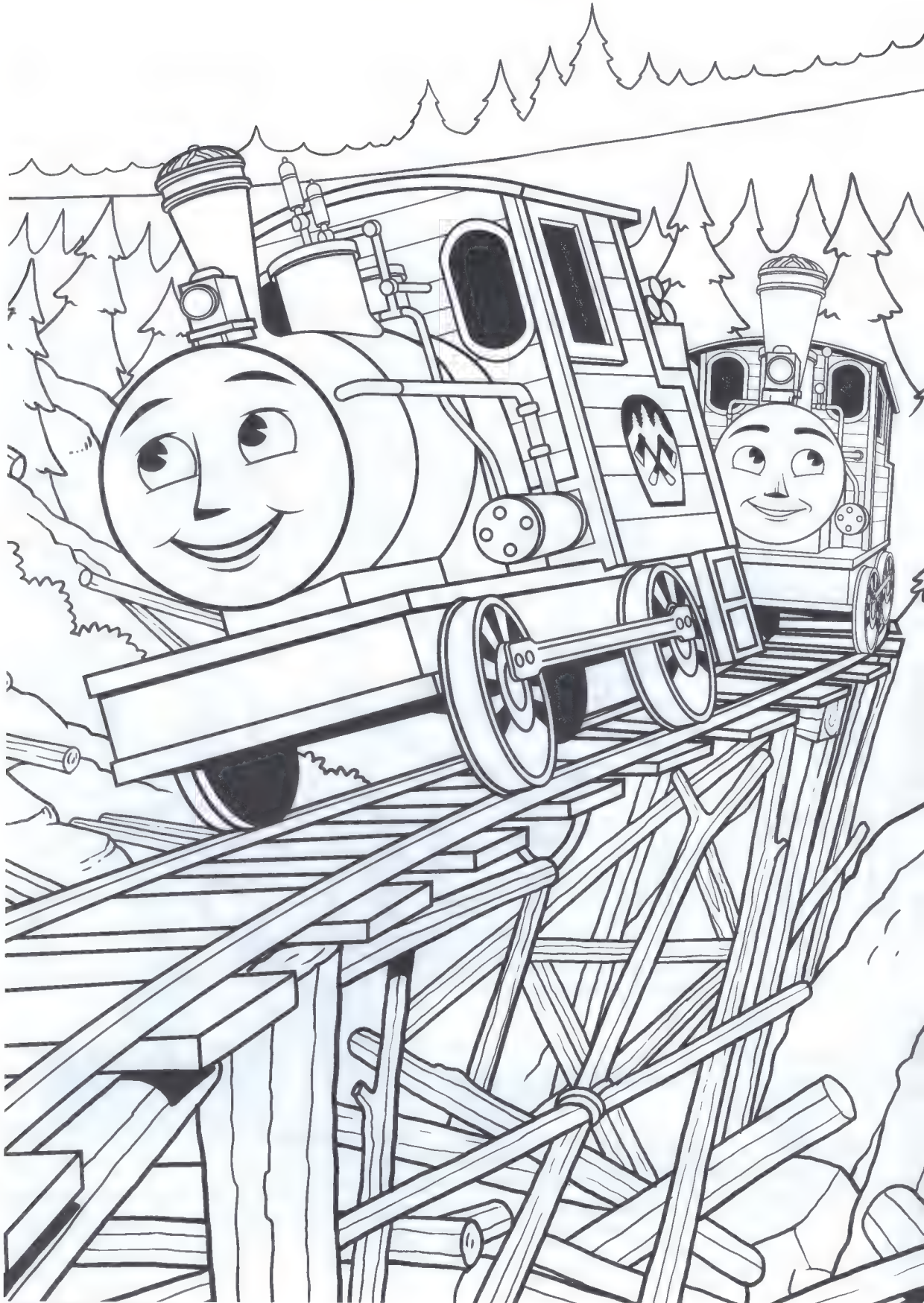
**"We need to get these jobi logs to Sodor!"
Thomas says.**



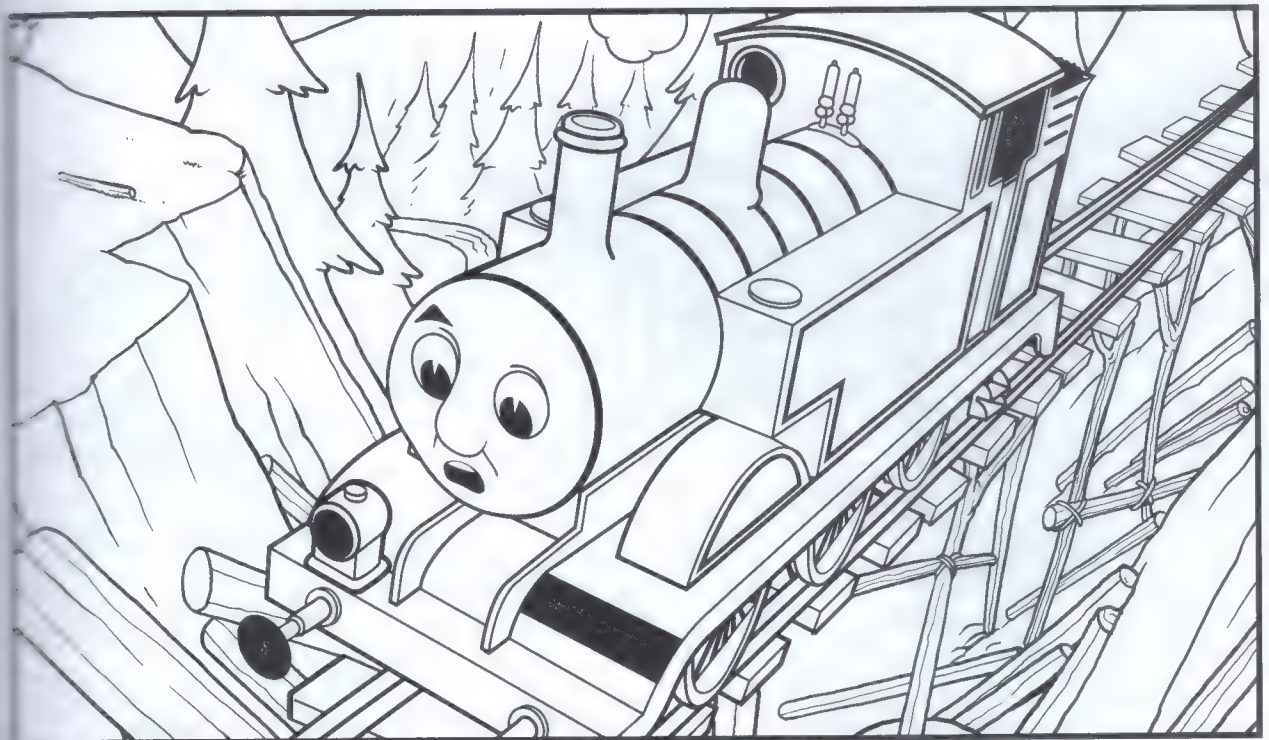
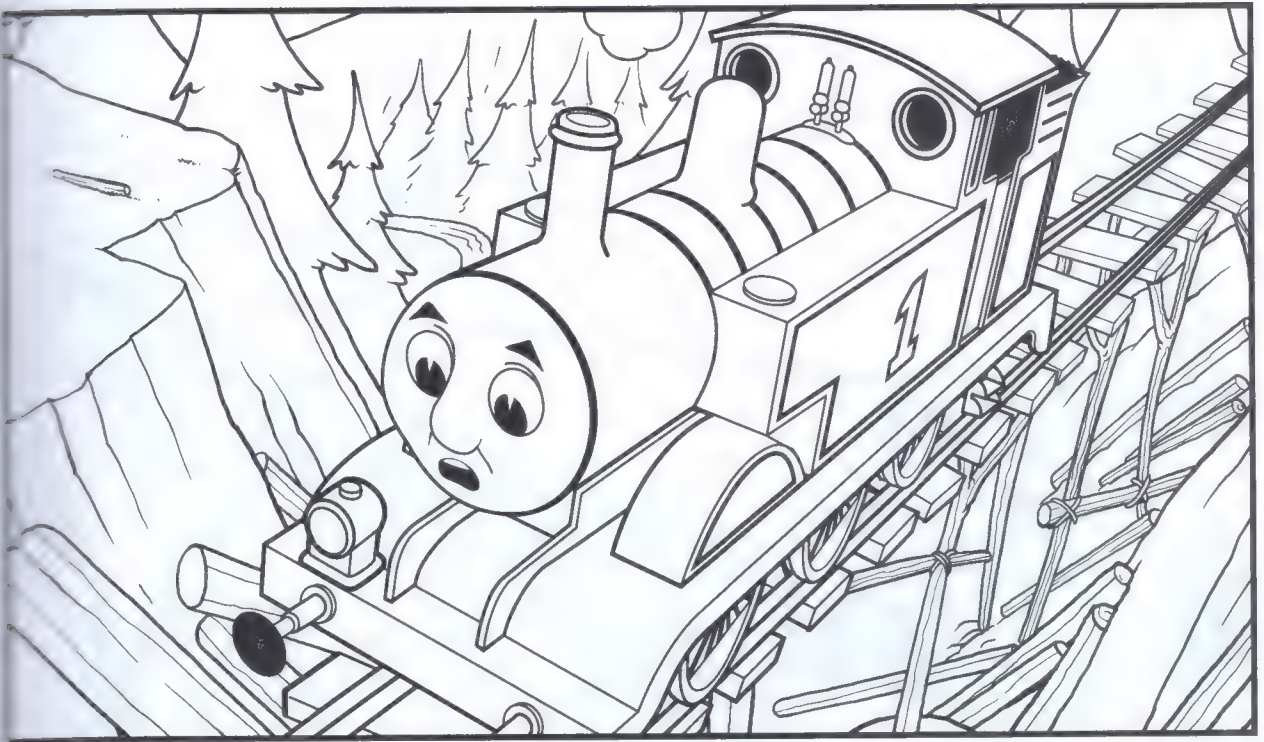
The Logging Locos work slowly
so they don't run out of oil.



They cross the Shake Shake Bridge.

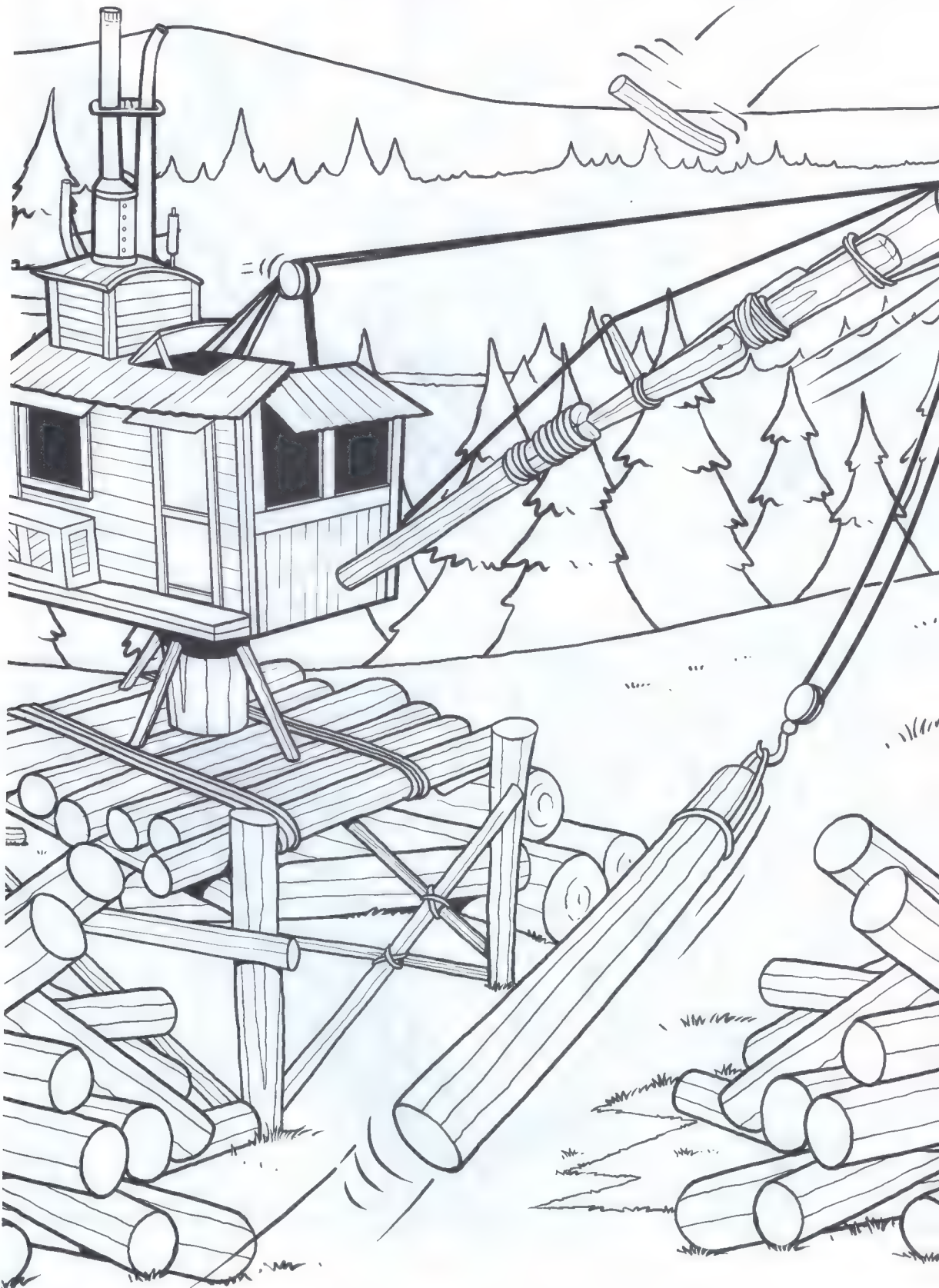


Circle the 5 differences.

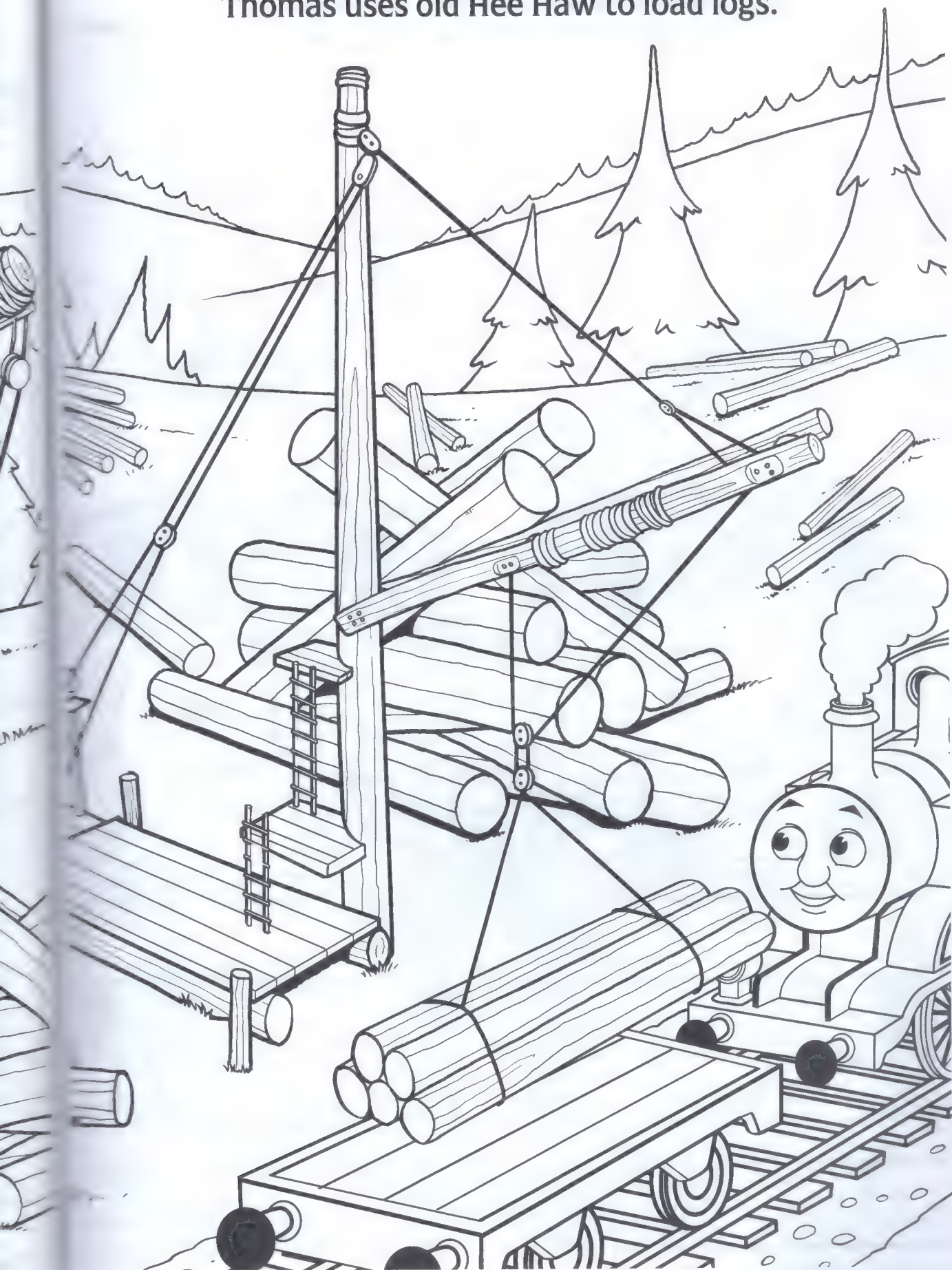


Answers: front light; 1 is missing; cab window; eyebrow; black stripe on front

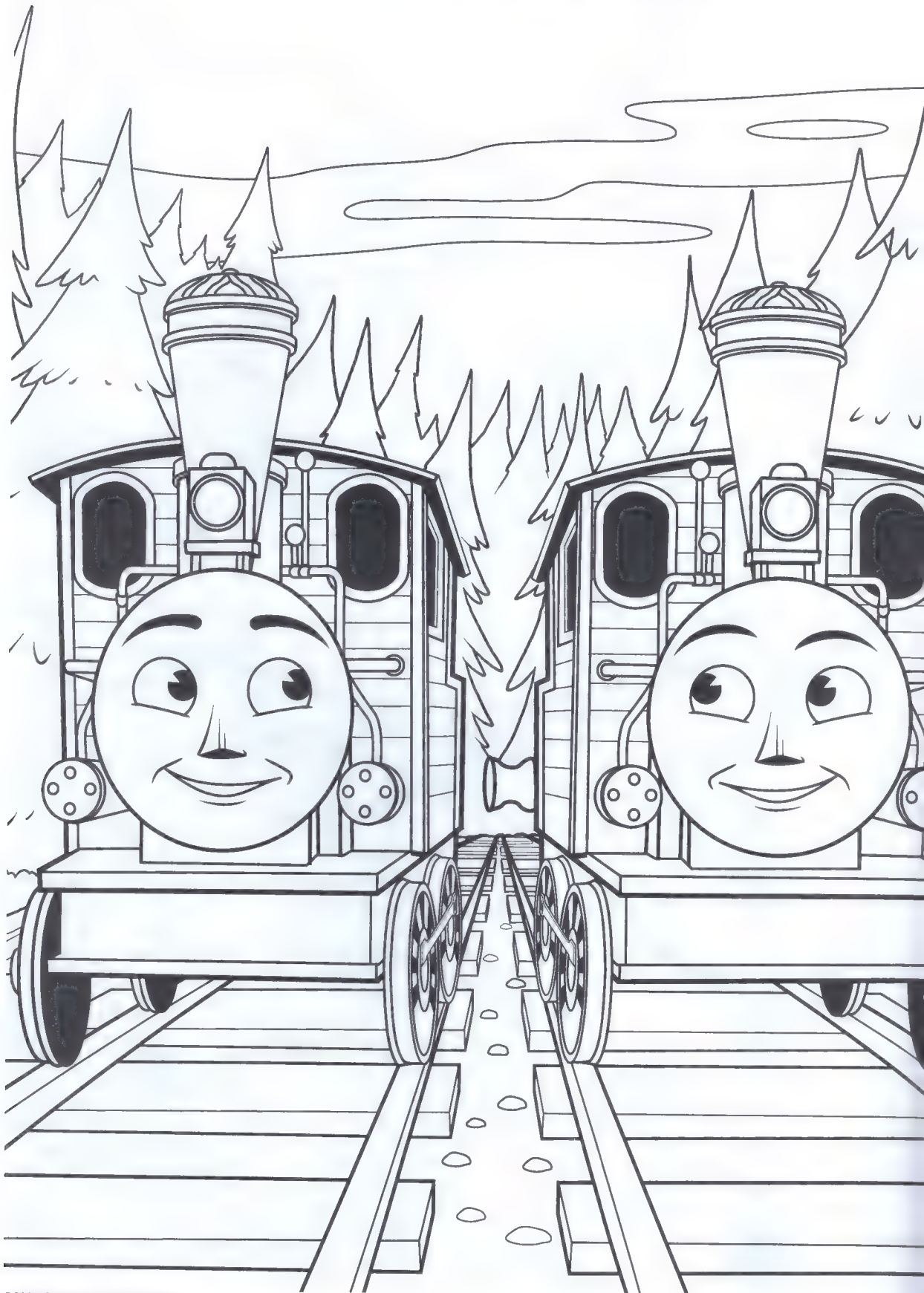
Ol' Wheezy is no help.
He likes to throw logs, not load them.



Thomas uses old Hee Haw to load logs.



The Logging Locos tell him about
an abandoned tunnel to Sodor.

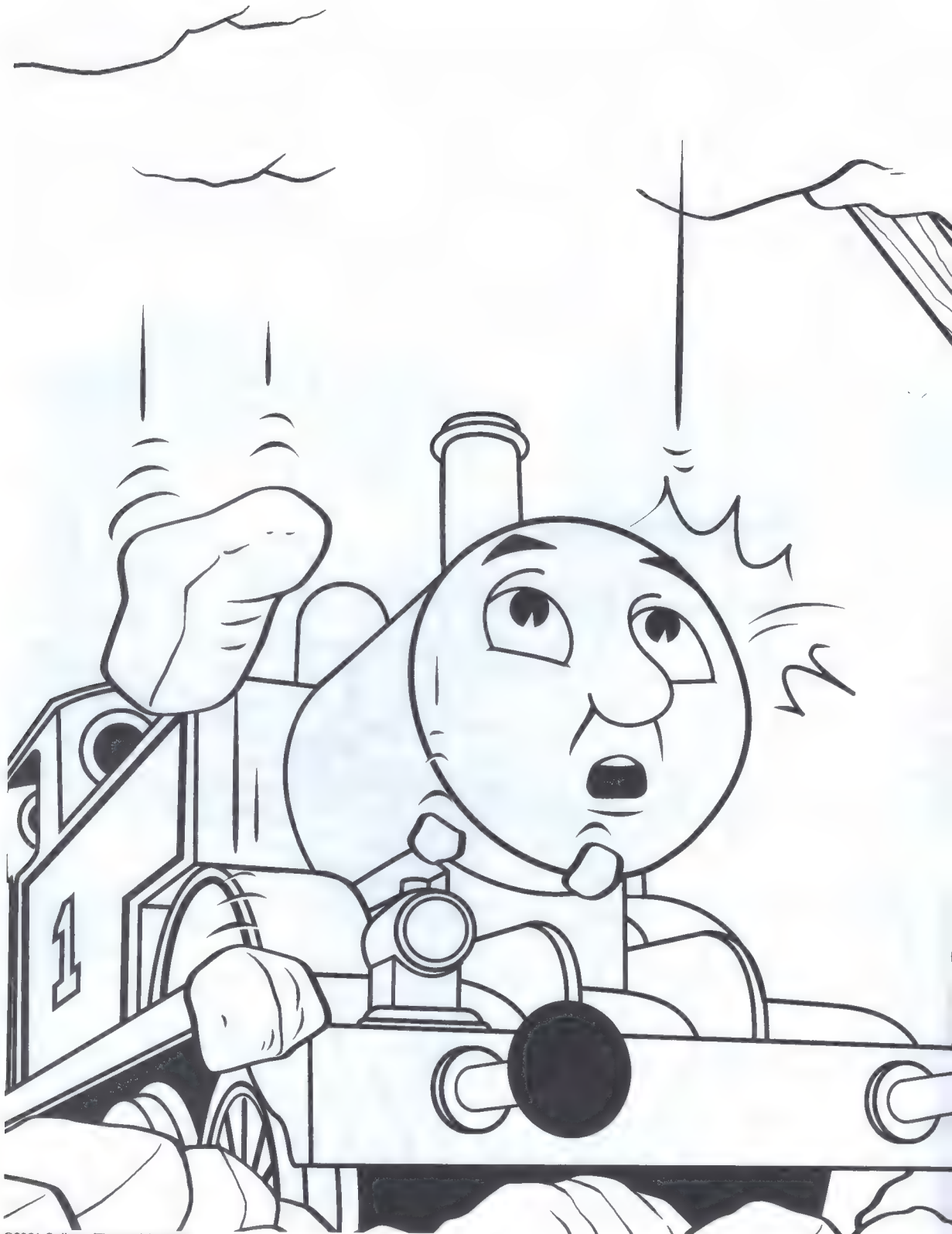


"We'll use that old tunnel," Thomas peeps.

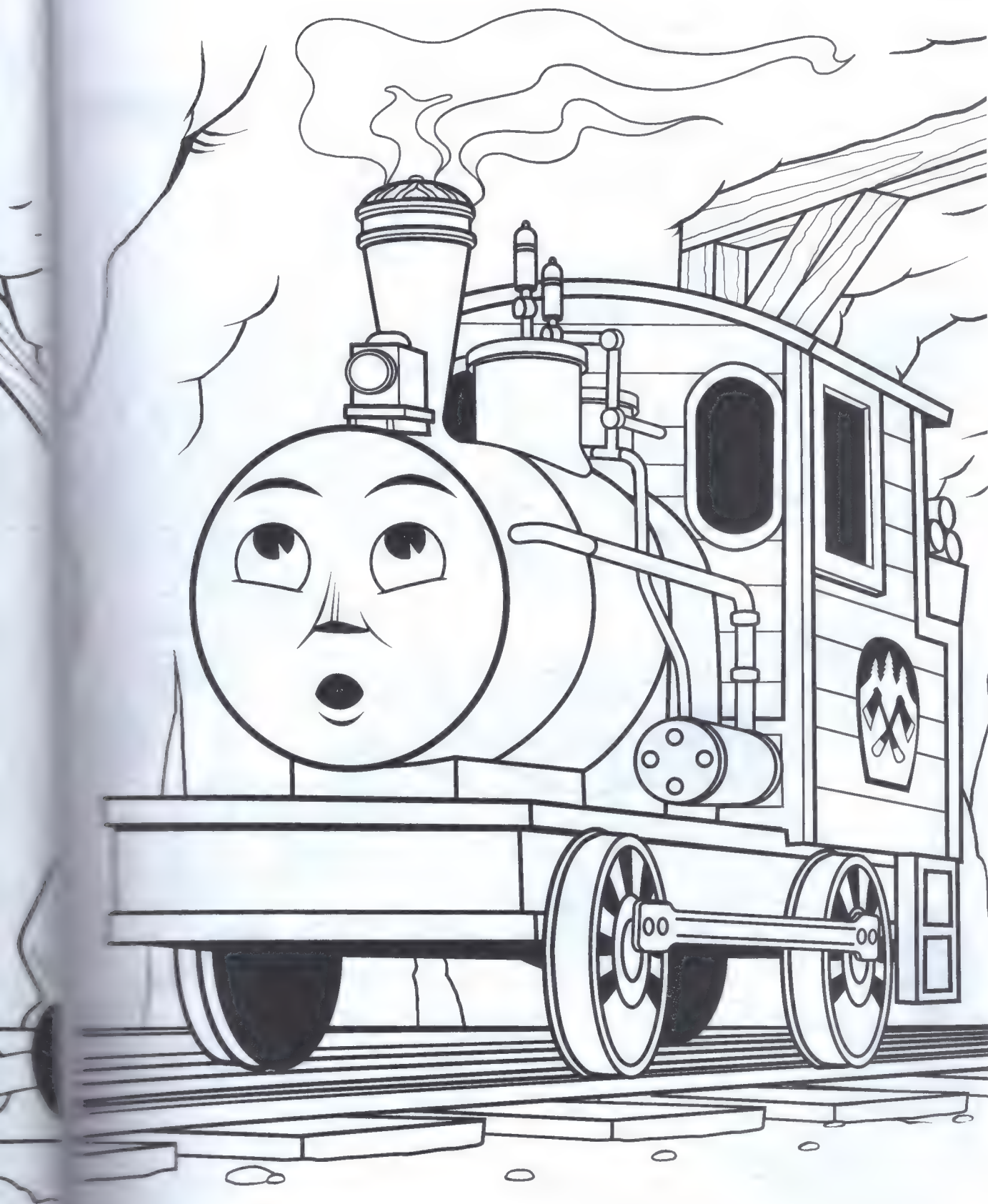


Oh no! Cave-in!

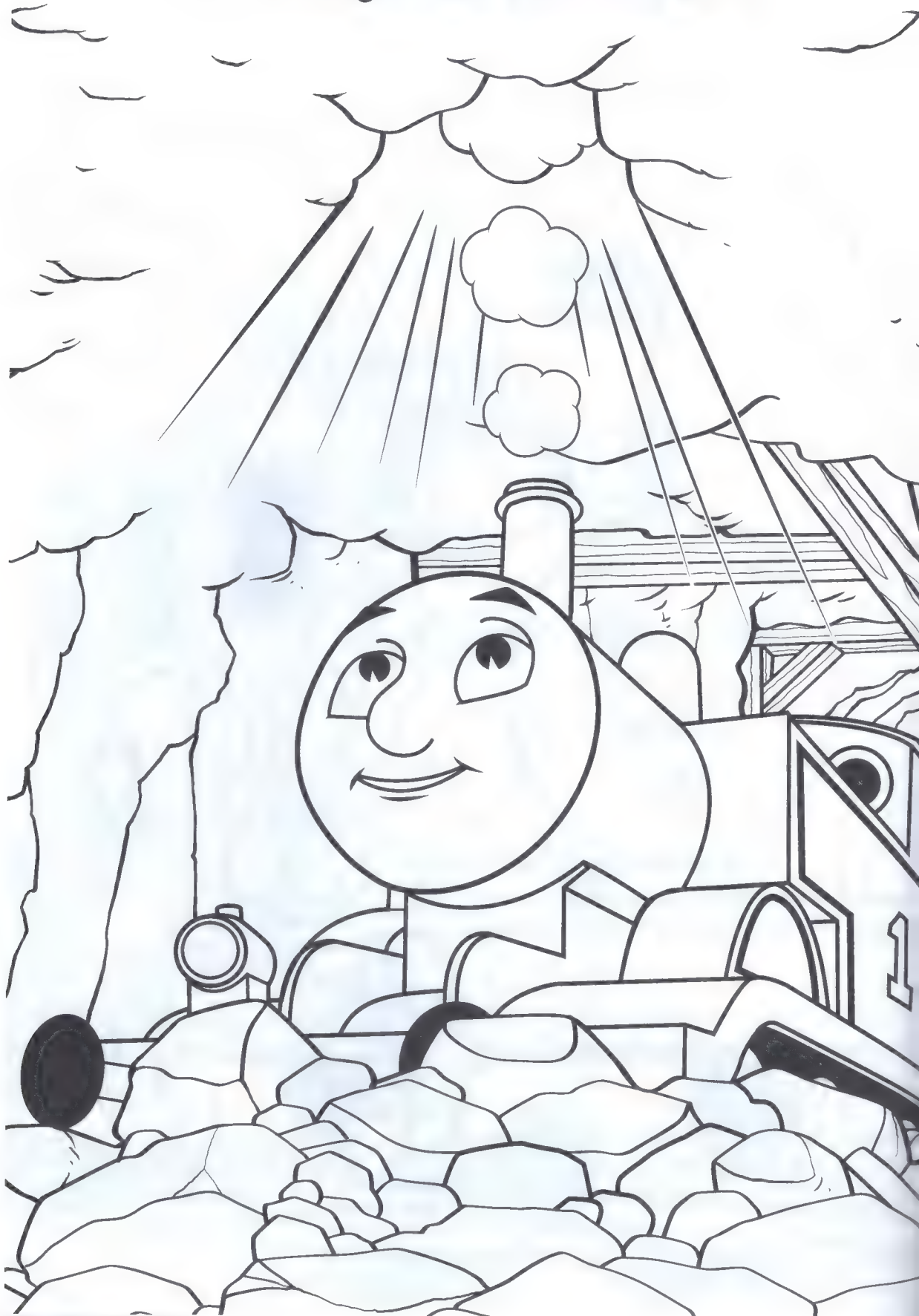
Draw 5 rocks.



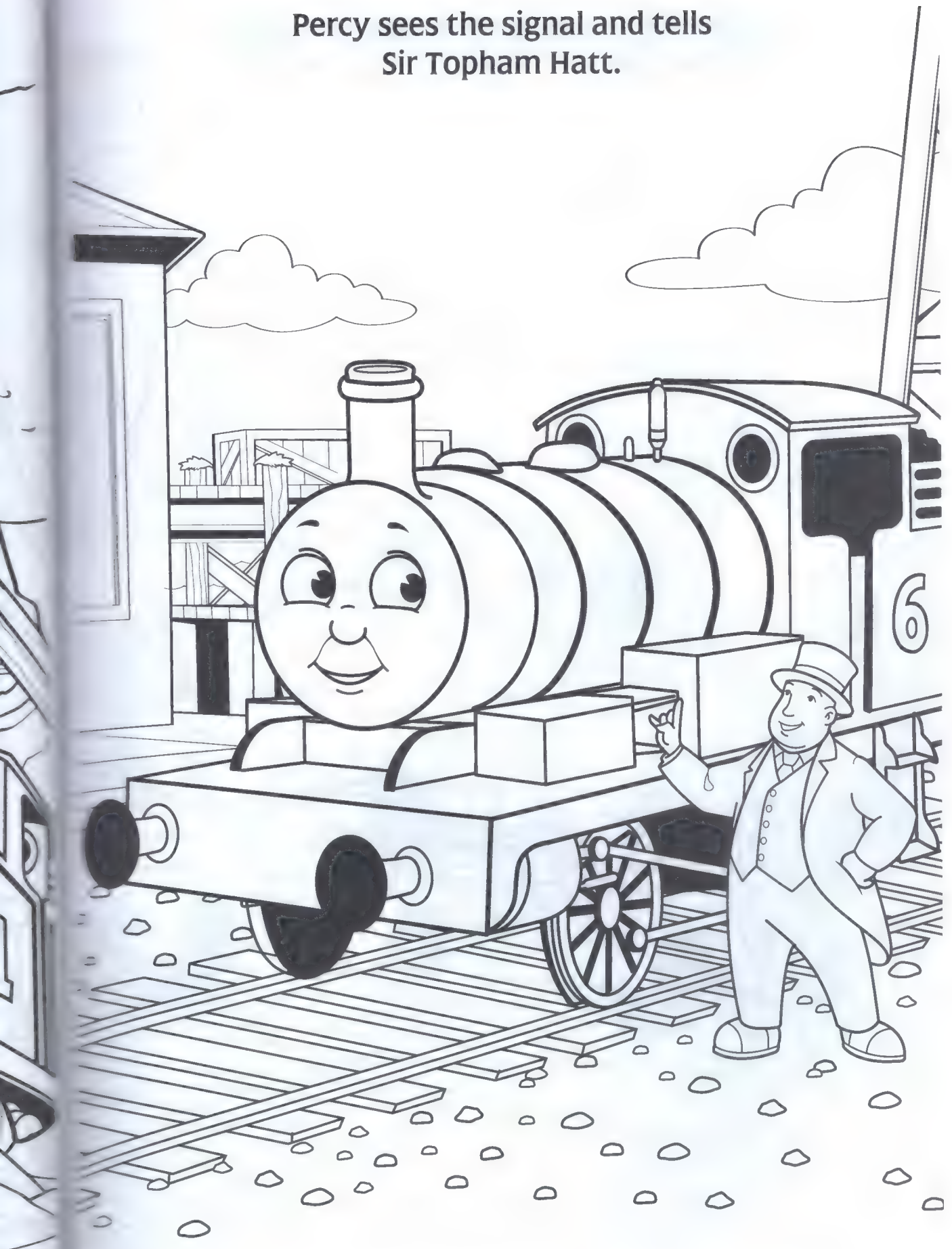
The Logging Locos are out of oil. They can't help
Thomas push the rocks out of the way.



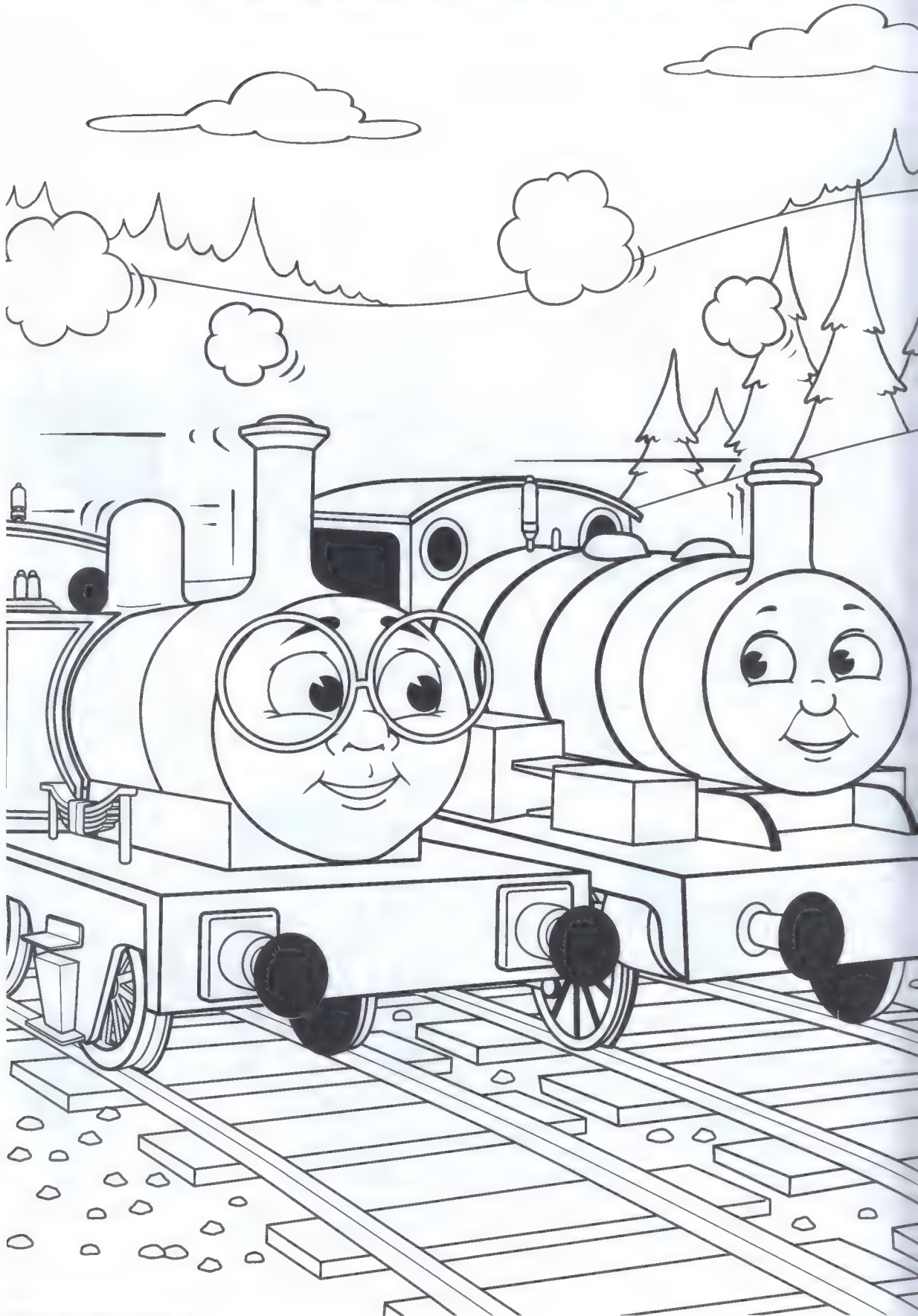
Thomas sends the rescue signal
through a hole in the tunnel.



Percy sees the signal and tells
Sir Topham Hatt.

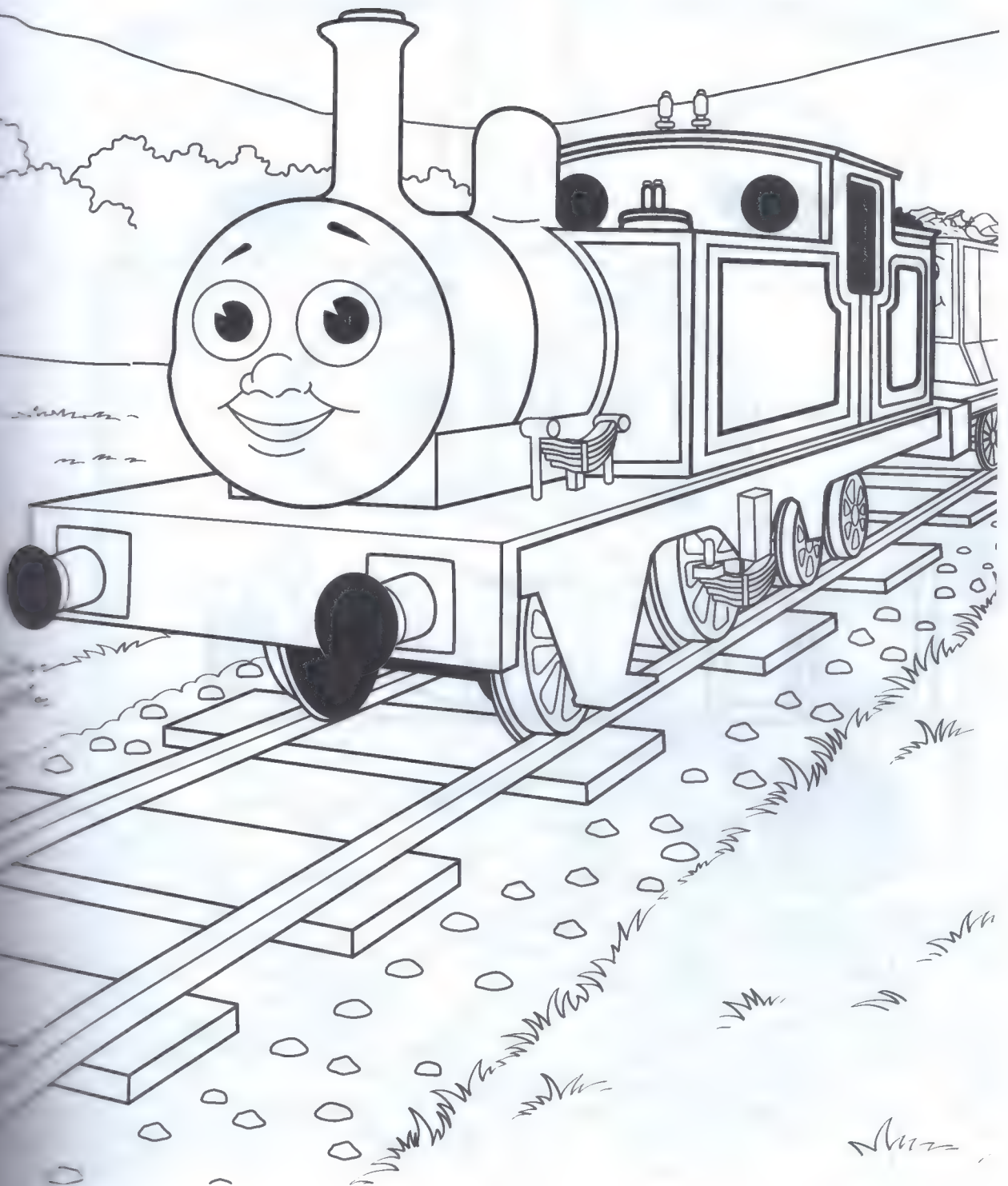


**Whiff remembers an old tunnel that leads
to Misty Island. Friends to the rescue!**

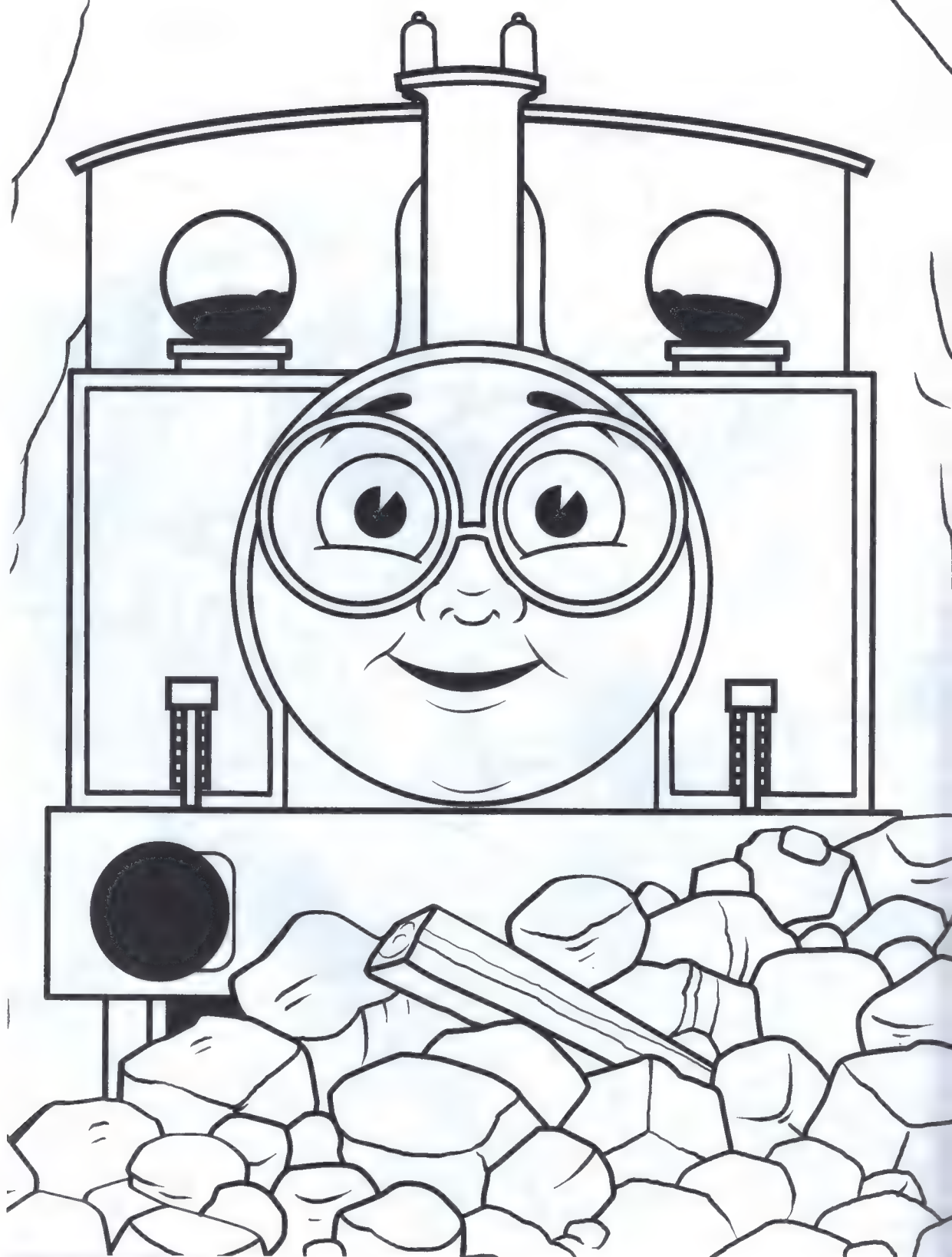


Whiff's glasses are missing!

Draw them on him so he can see!



**"Percy and I will save you!"
Whiff calls to Thomas.**



Thomas and the Logging Locos are rescued!

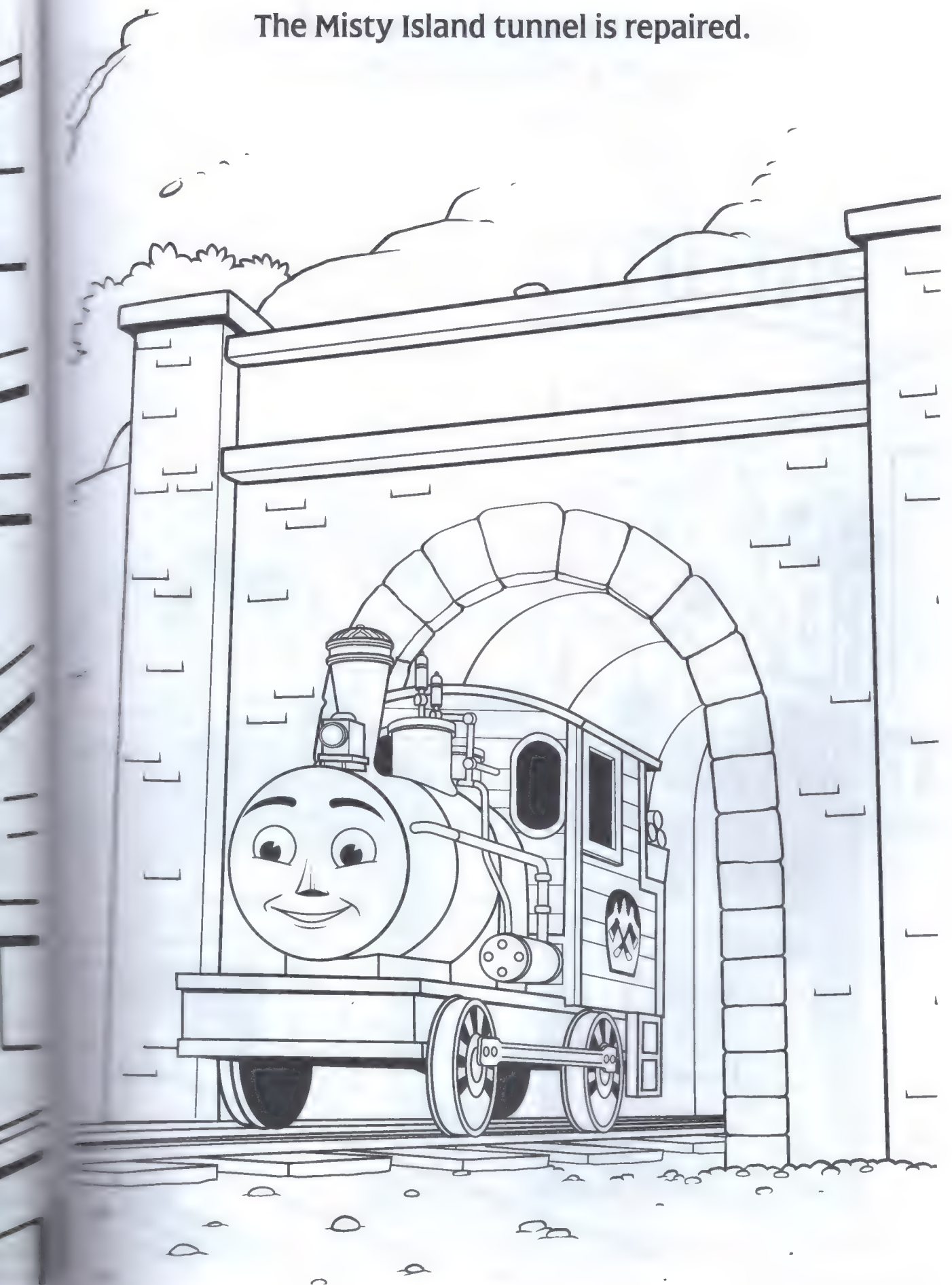


Opening Ceremony

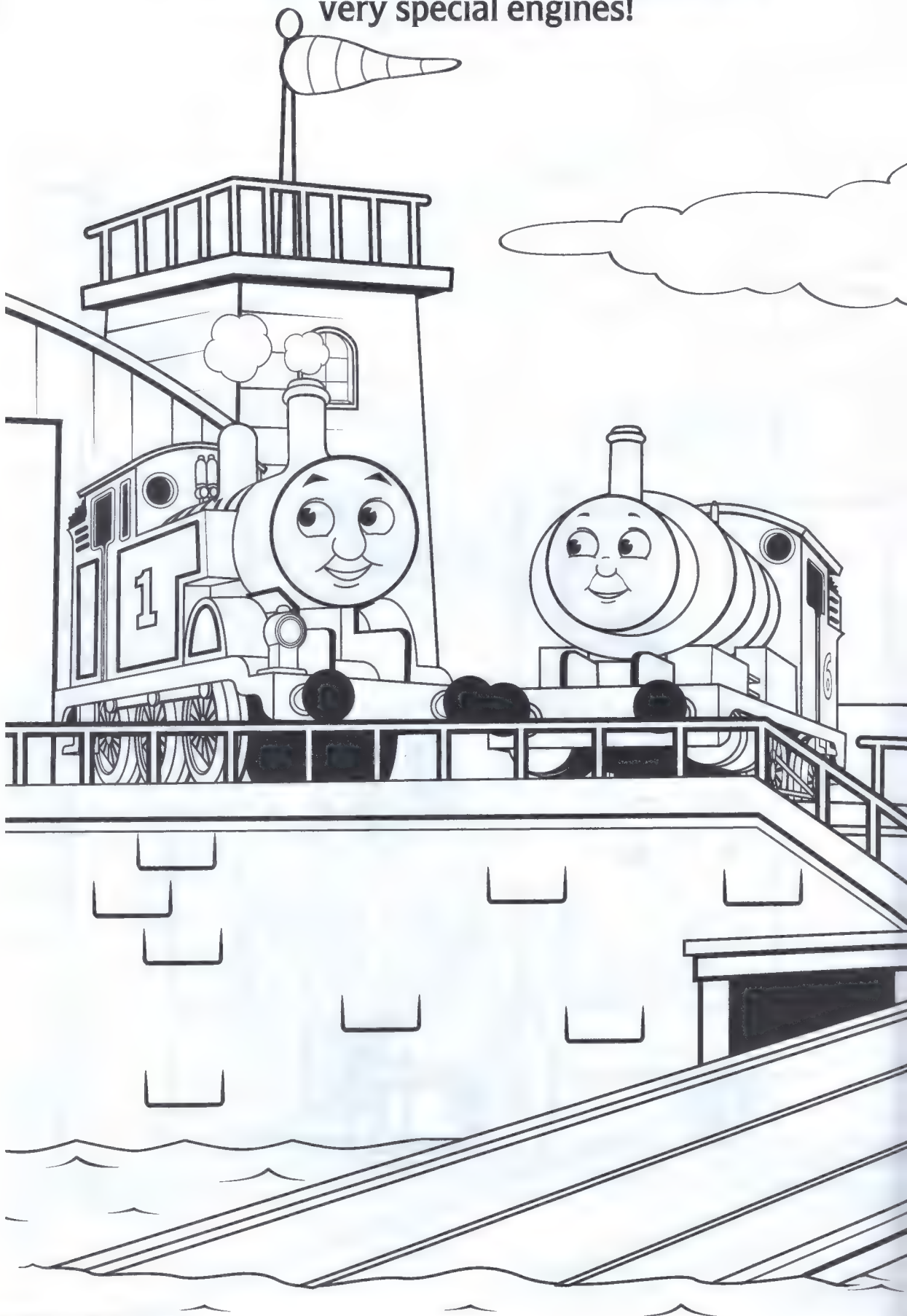
The Search and Rescue Center is finished.
Trace the bow for Sir Topham Hatt to cut.



The Misty Island tunnel is repaired.

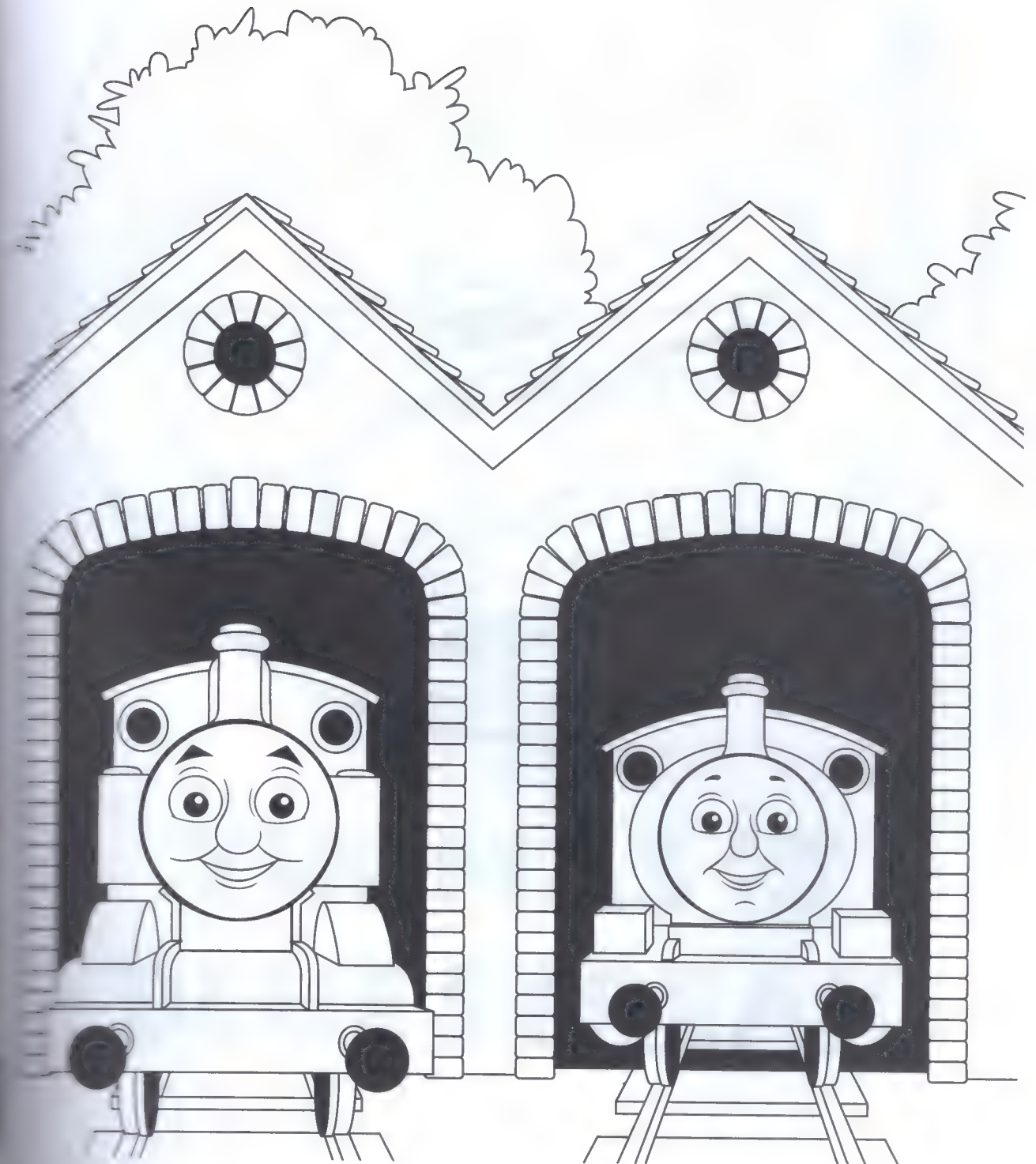


It's a very special day—made possible by
very special engines!



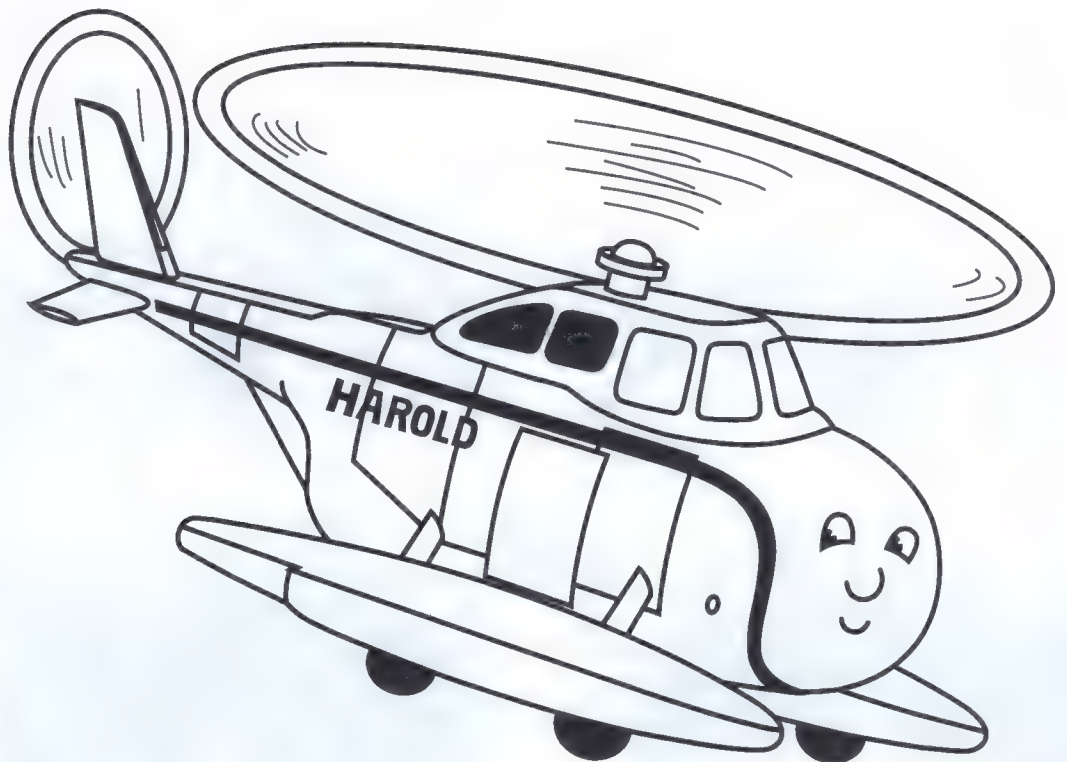
Goodnight!

Draw the moon and stars in the sky.



Harold flies high!

Draw some clouds—and maybe a rainbow!



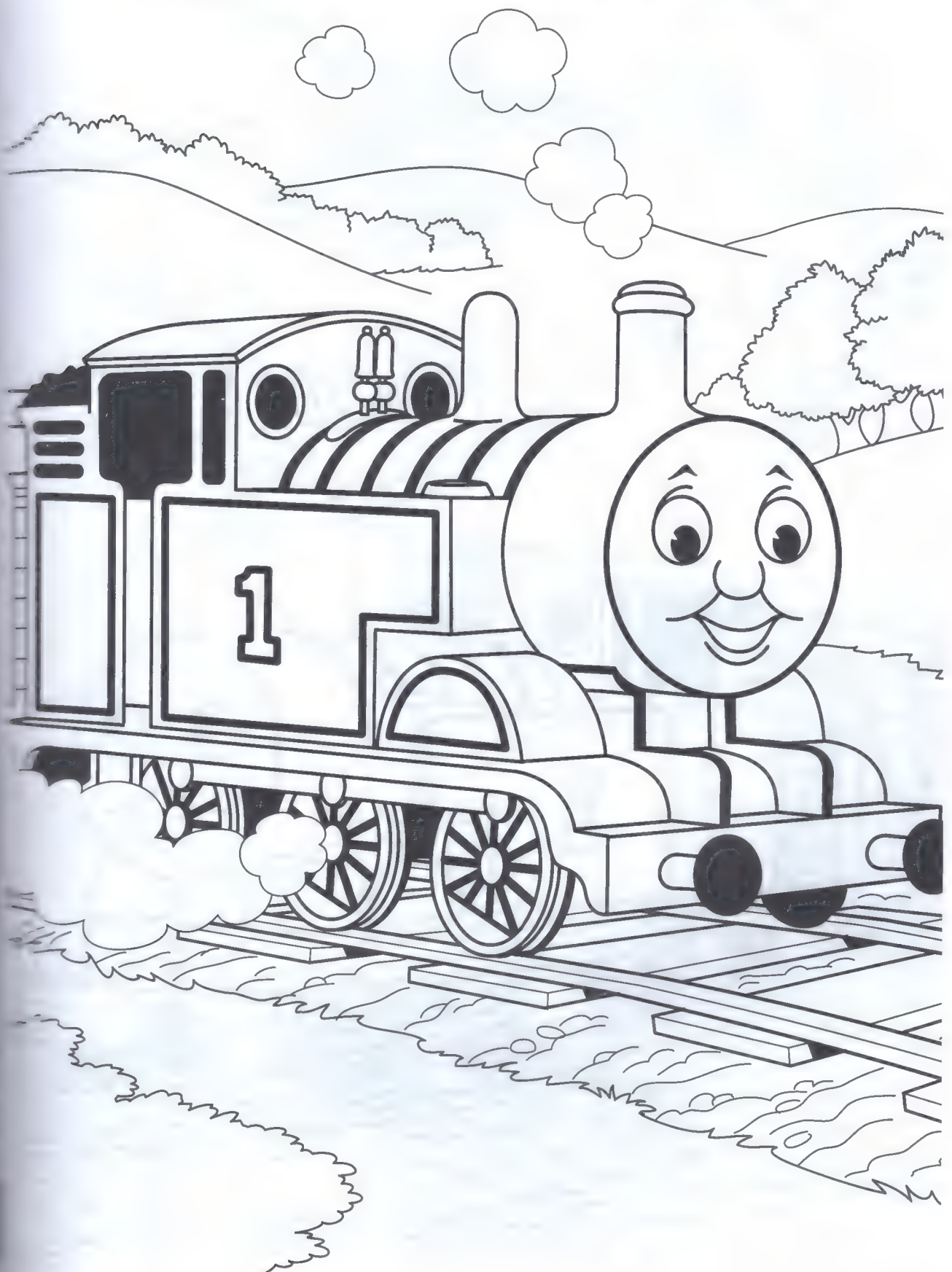


THOMAS AND THE BLUE STREAK

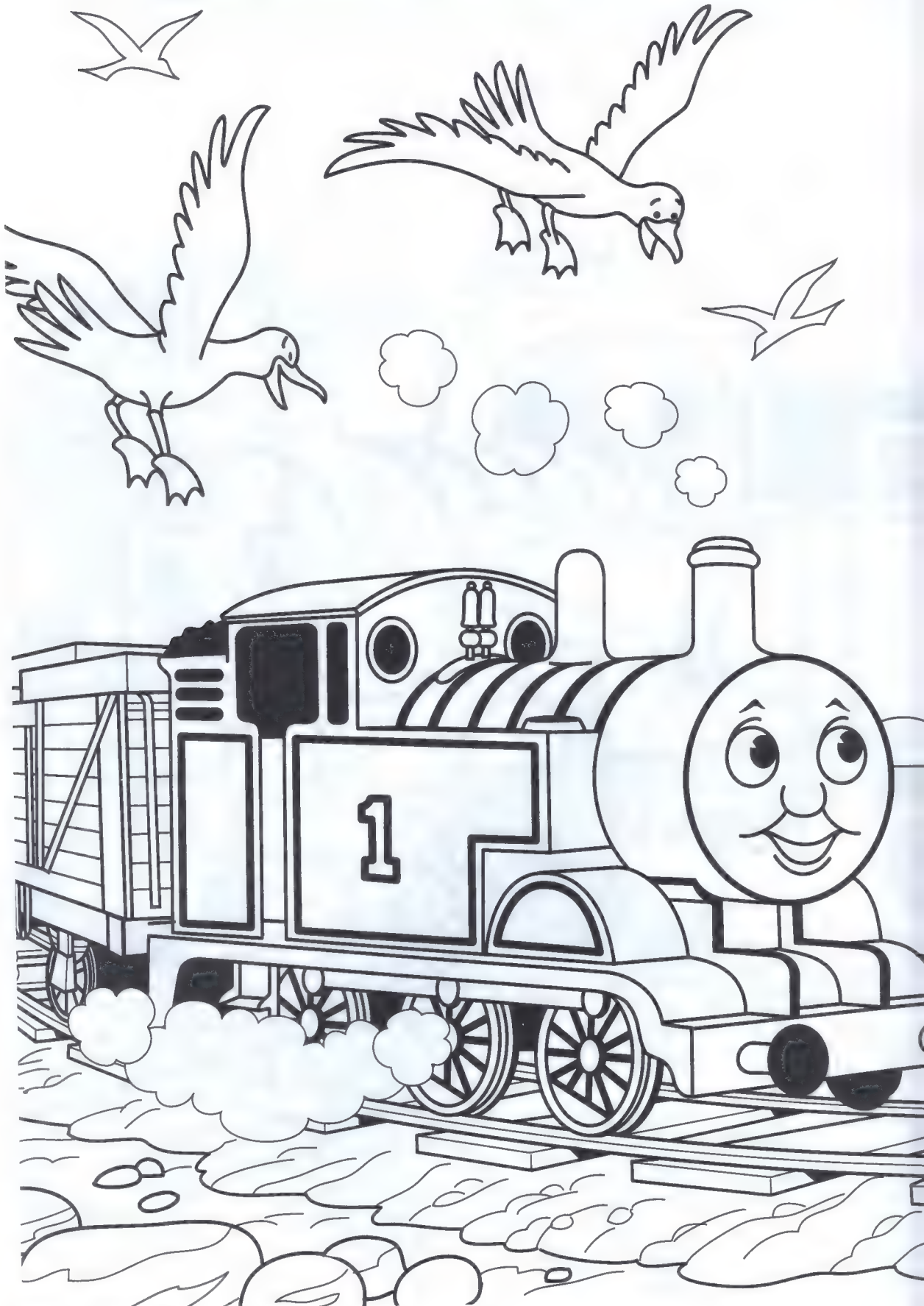
Sir Topham Hatt has a special job for Thomas. It will take him along a new route on the Island of Sodor. "Take care and don't rush," says Sir Topham Hatt.



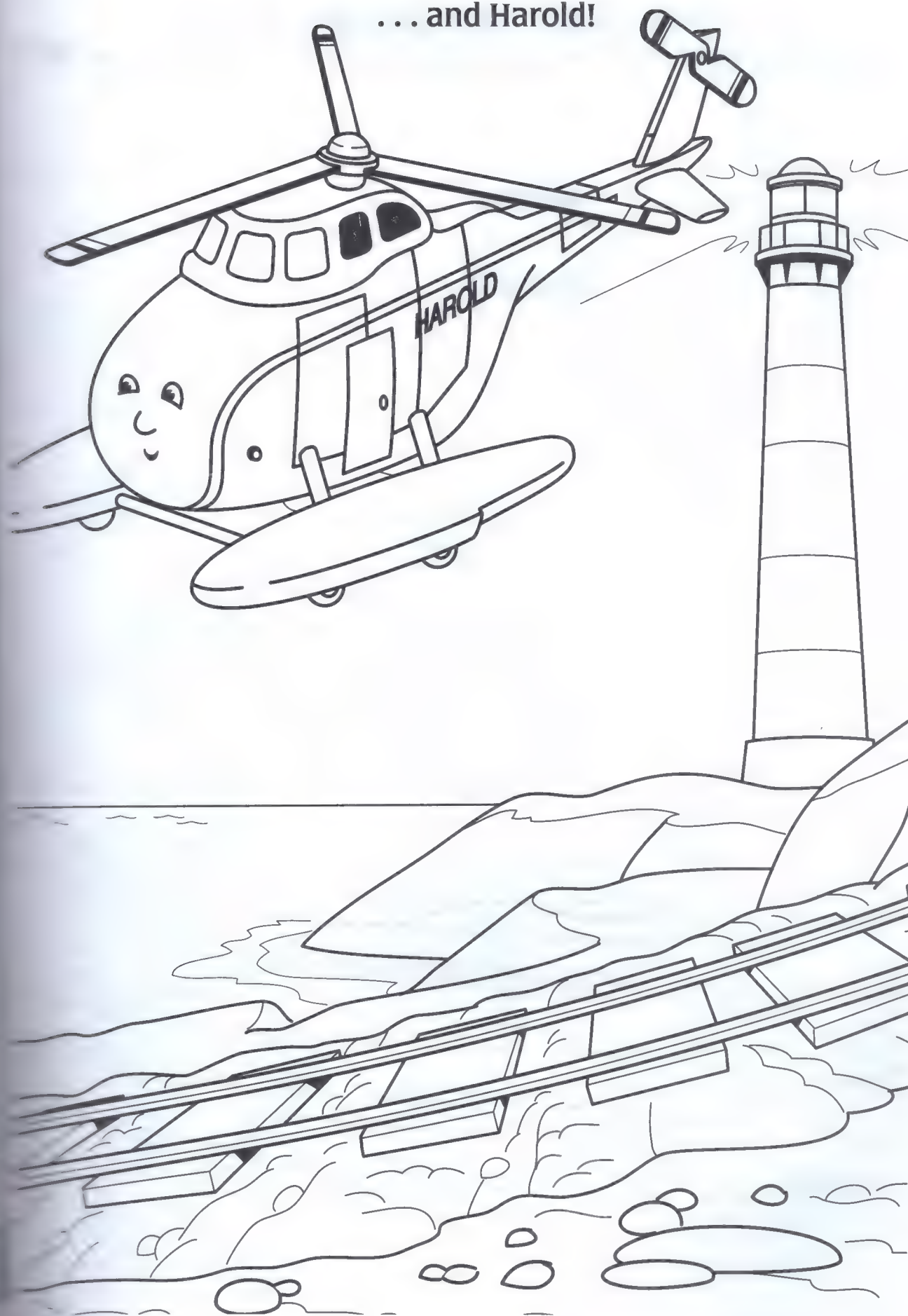
Thomas is excited. He is delivering books
to the new school. The students are waiting!



Thomas hurries just a little. He sees the lighthouse . . .



... and Harold!



Off the Shore

Trace the lighthouse.

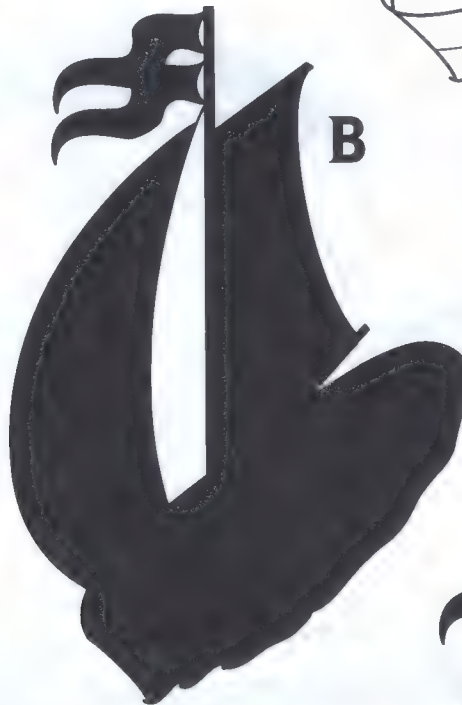
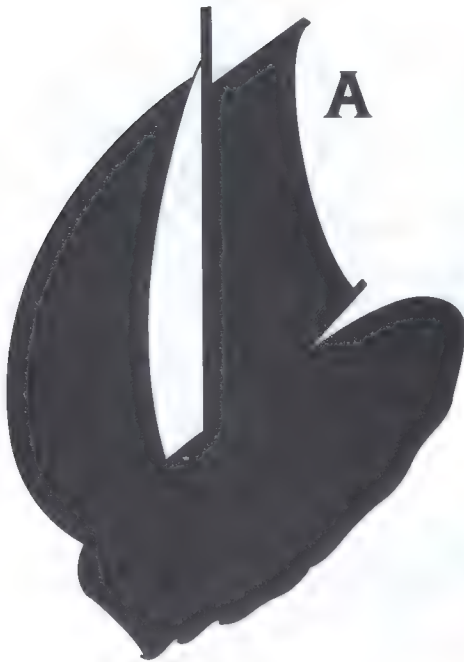
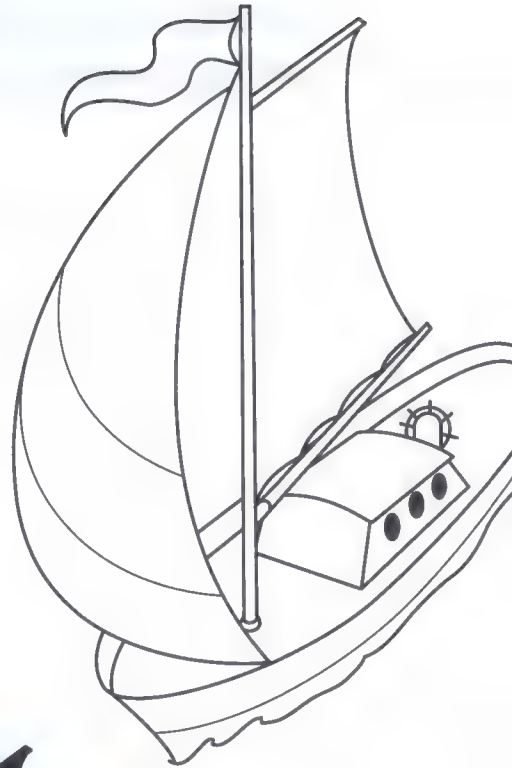


Bulstrode is moving fast in the water.
He sees Thomas on the shore. Thomas is picking up speed.



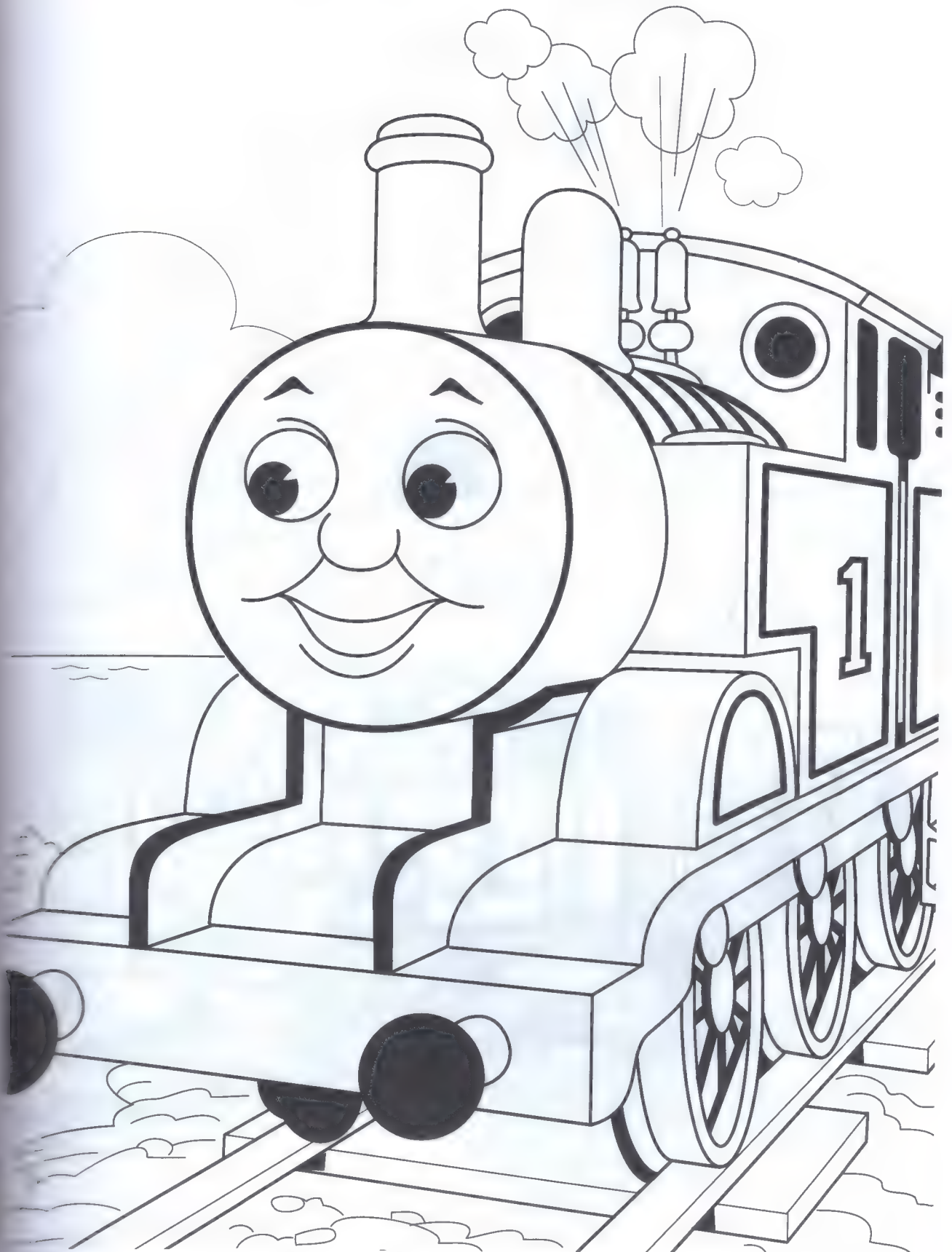
Shadow Match

Which shadow belongs to the sailbot?

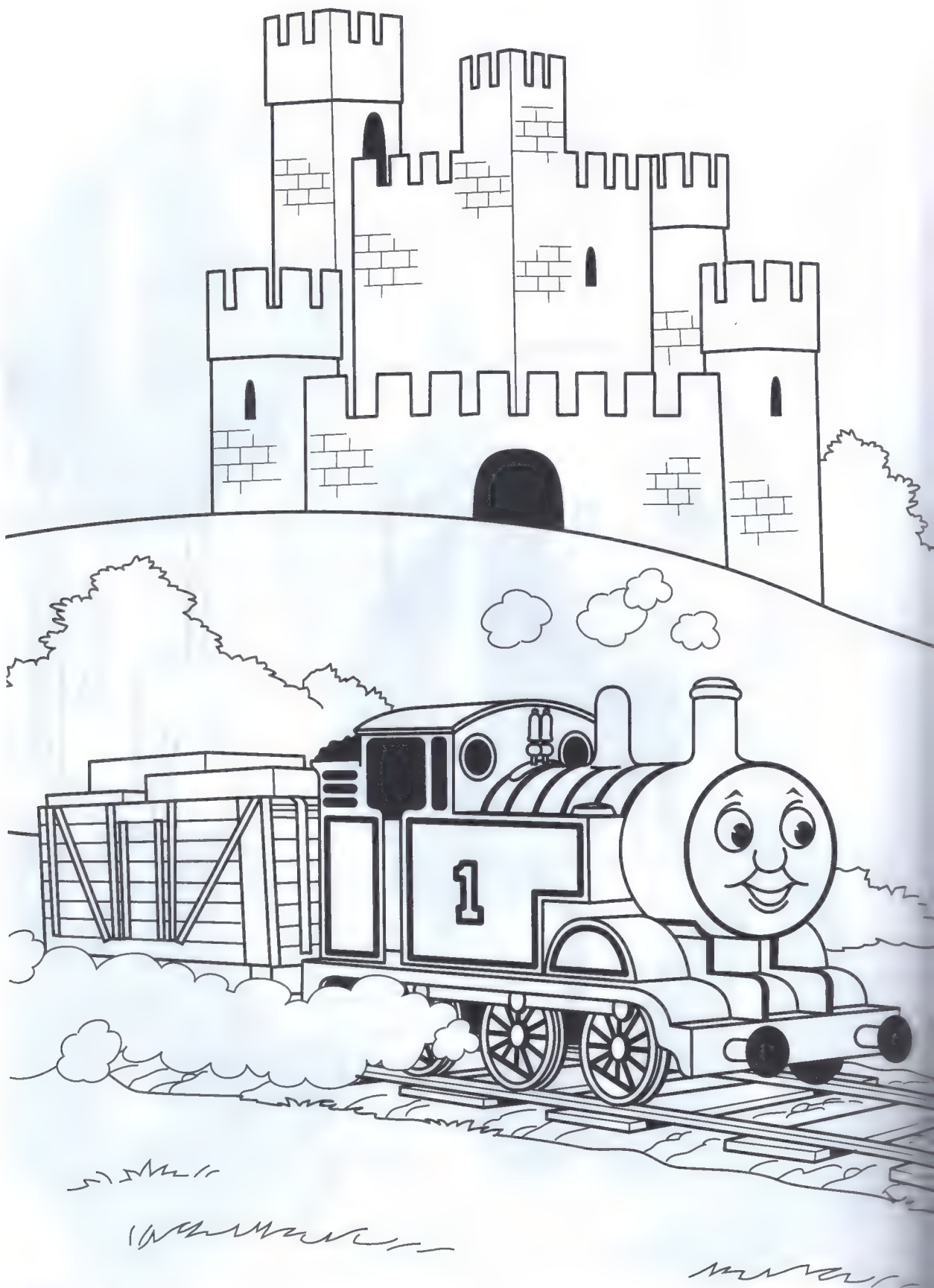


Your Answer

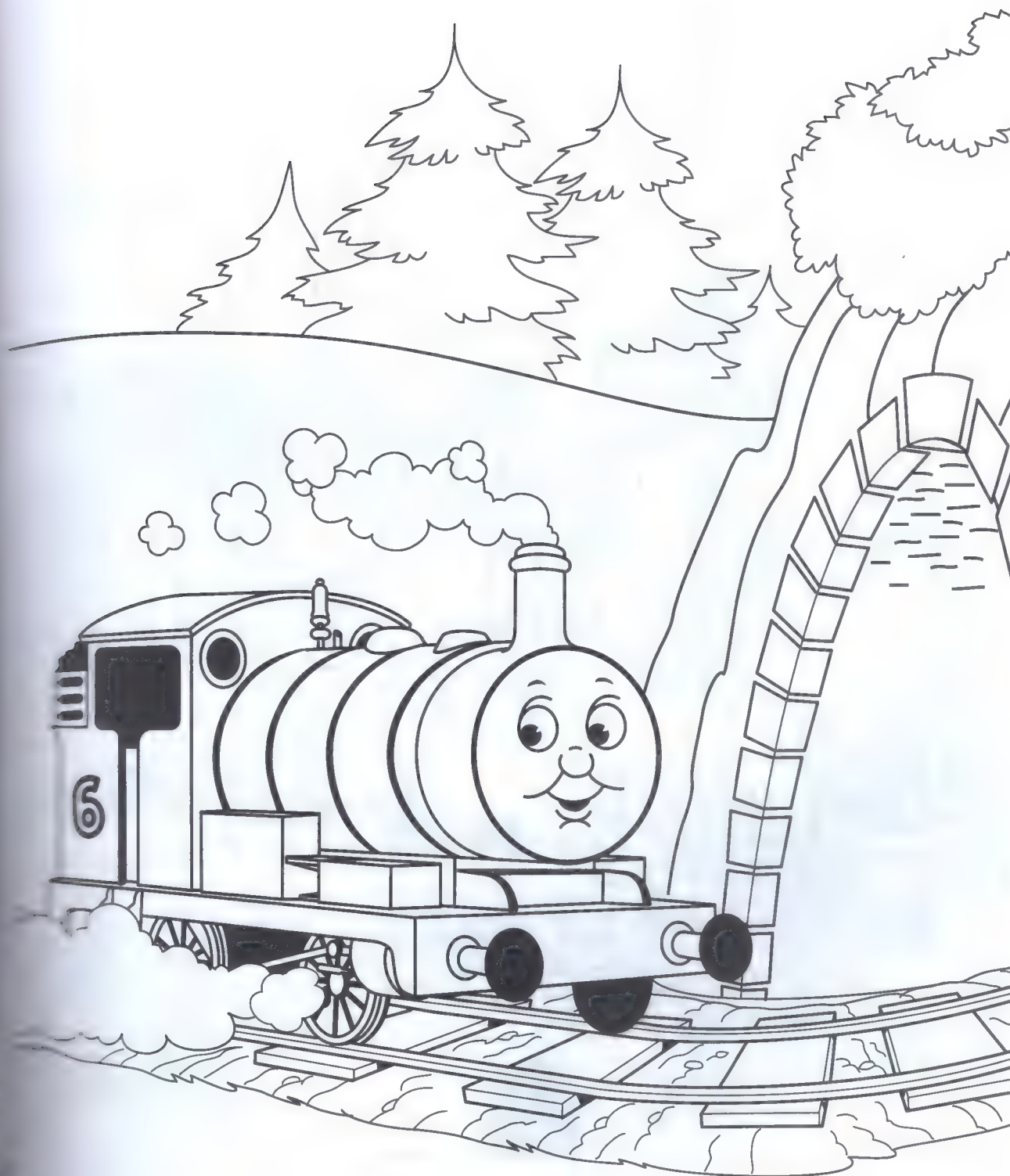
Thomas greets the sailboat with a cheerful
"Peep! Peep!" as he speeds past.



Thomas puffs past the castle .

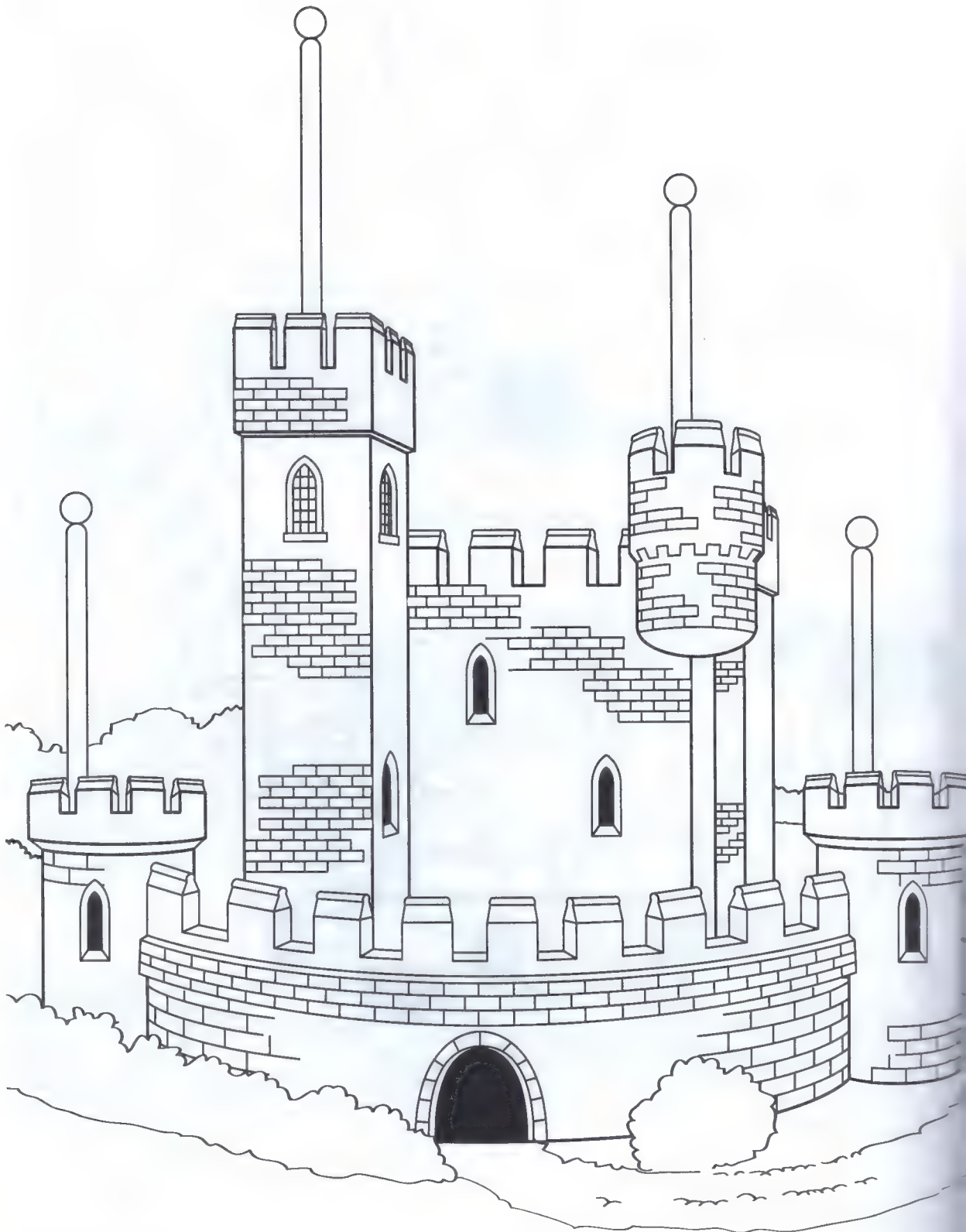


Thomas slows down behind Percy.

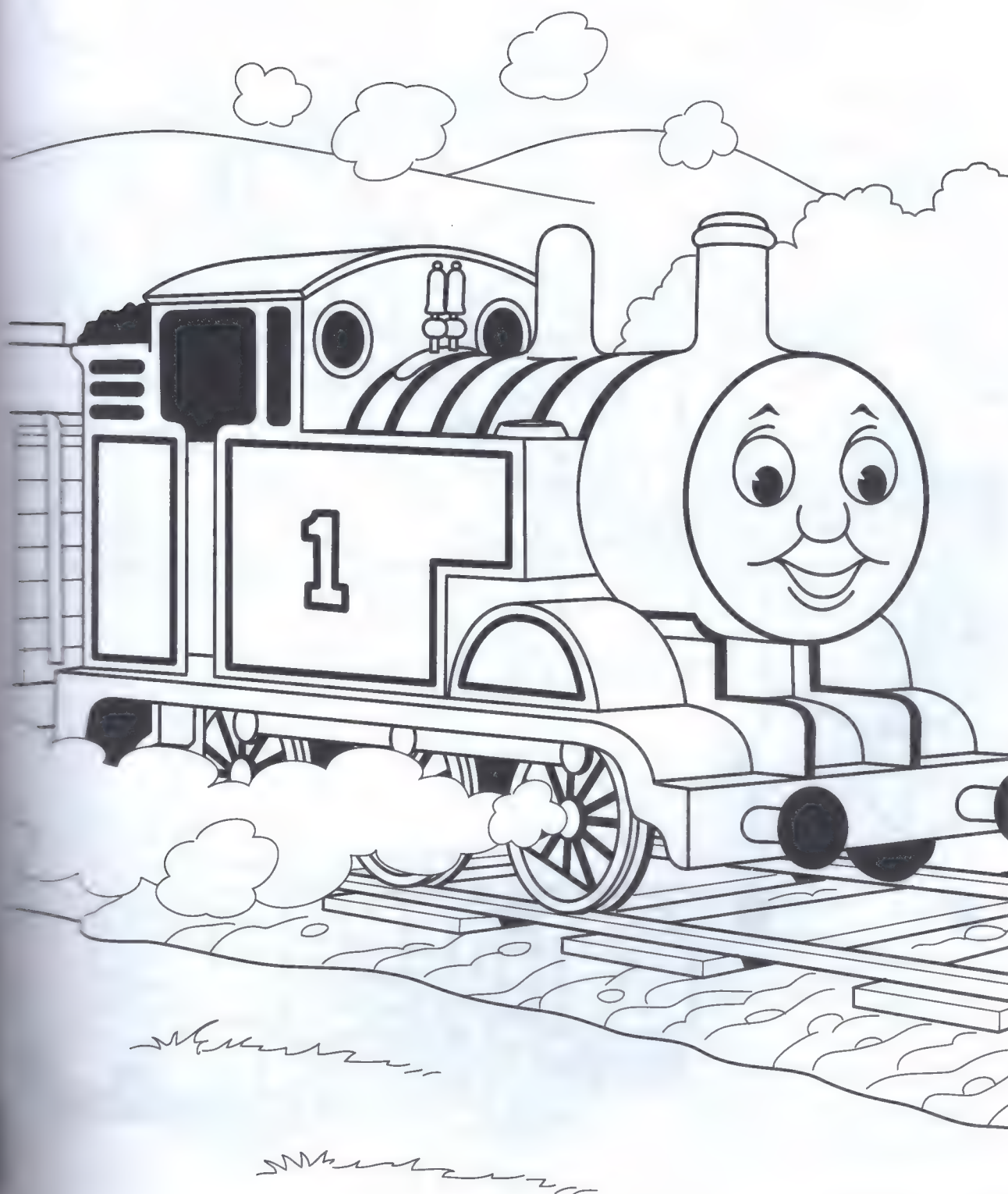


Raise the Flags

Add some colorful flags and banners to the castle.

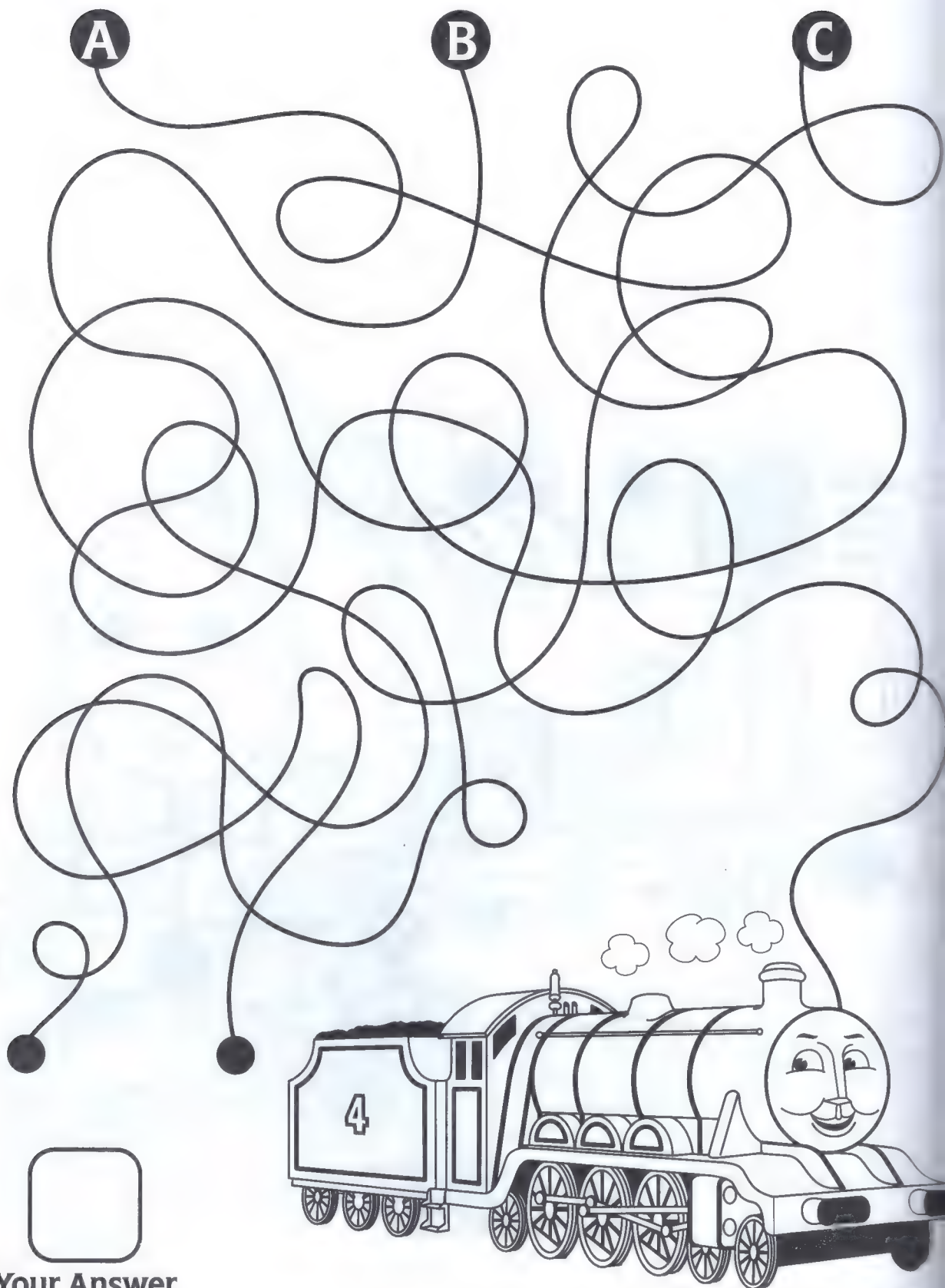


Thomas picks up steam. But which way should he go on his new route?



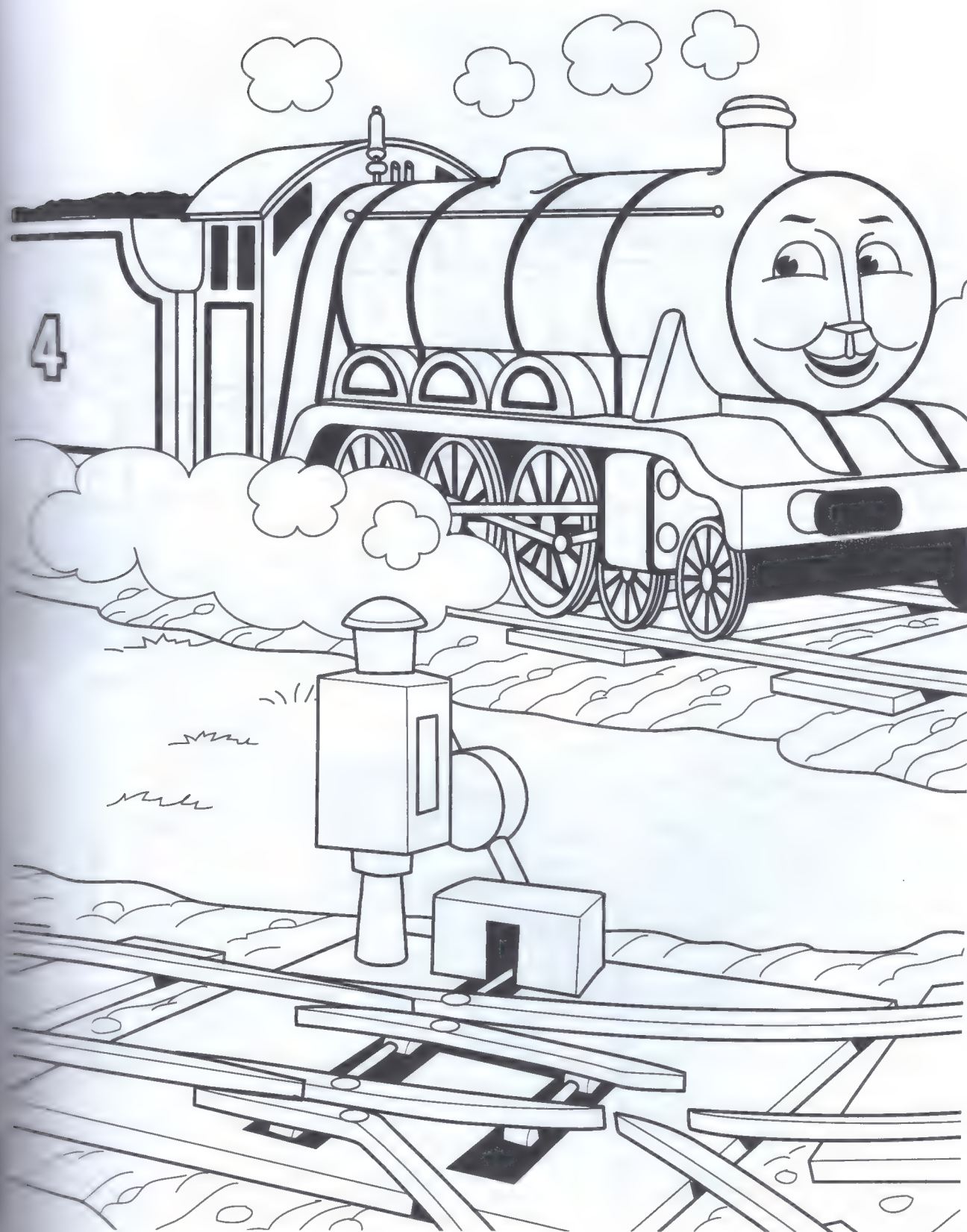
Puffing Past

Which line leads to Gordon?

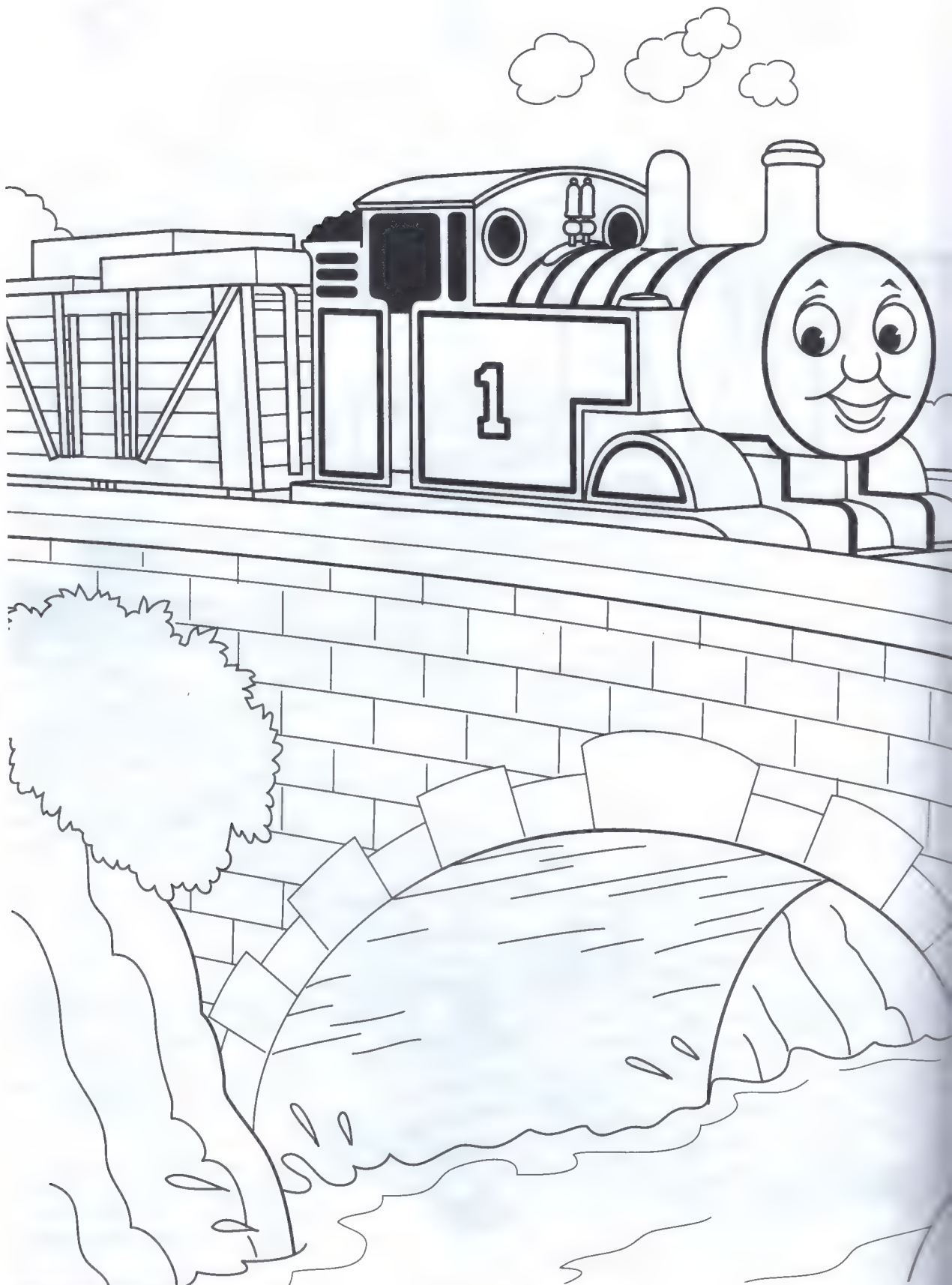


Your Answer

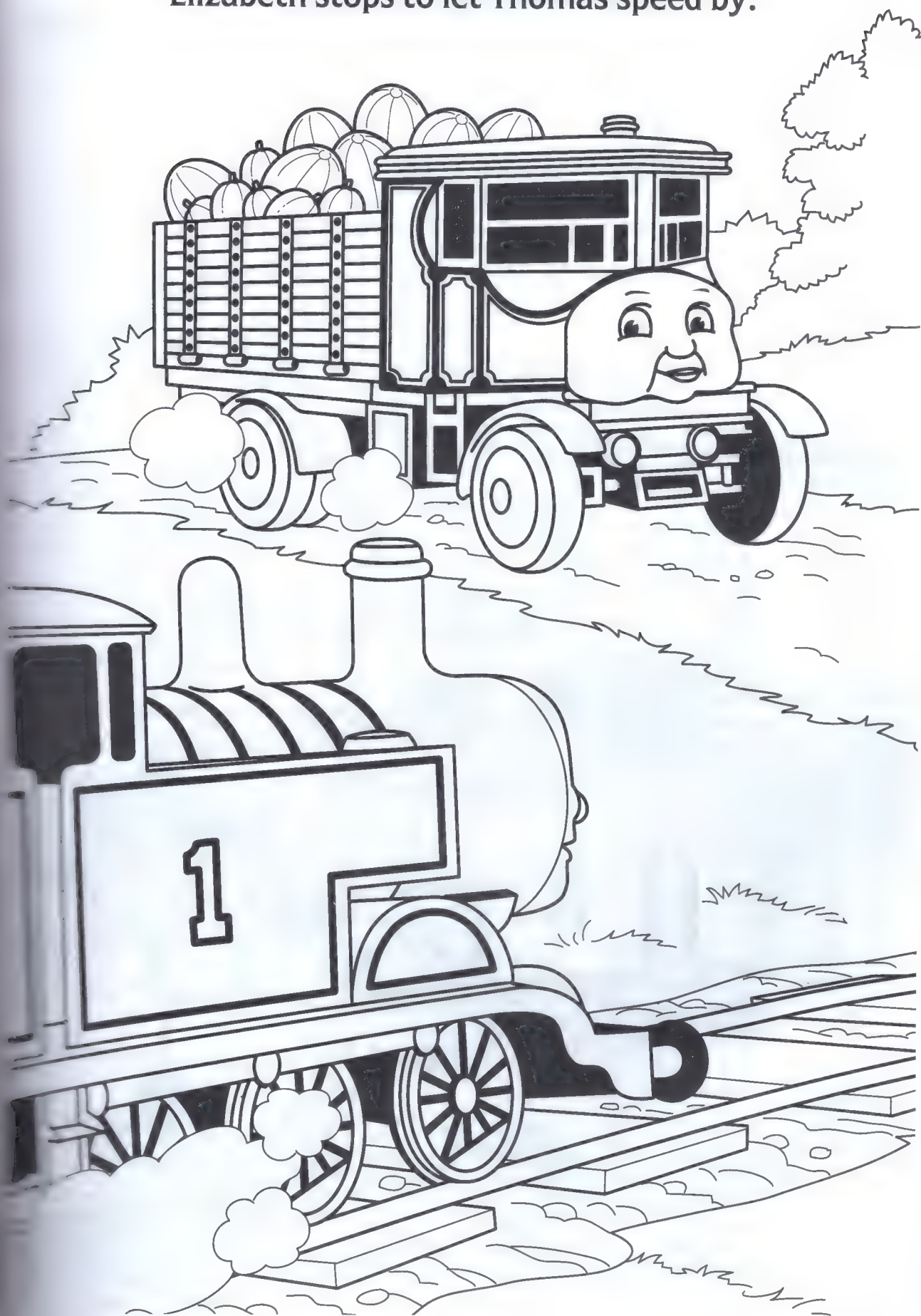
Gordon offers to help.
Thomas is on the right track now!



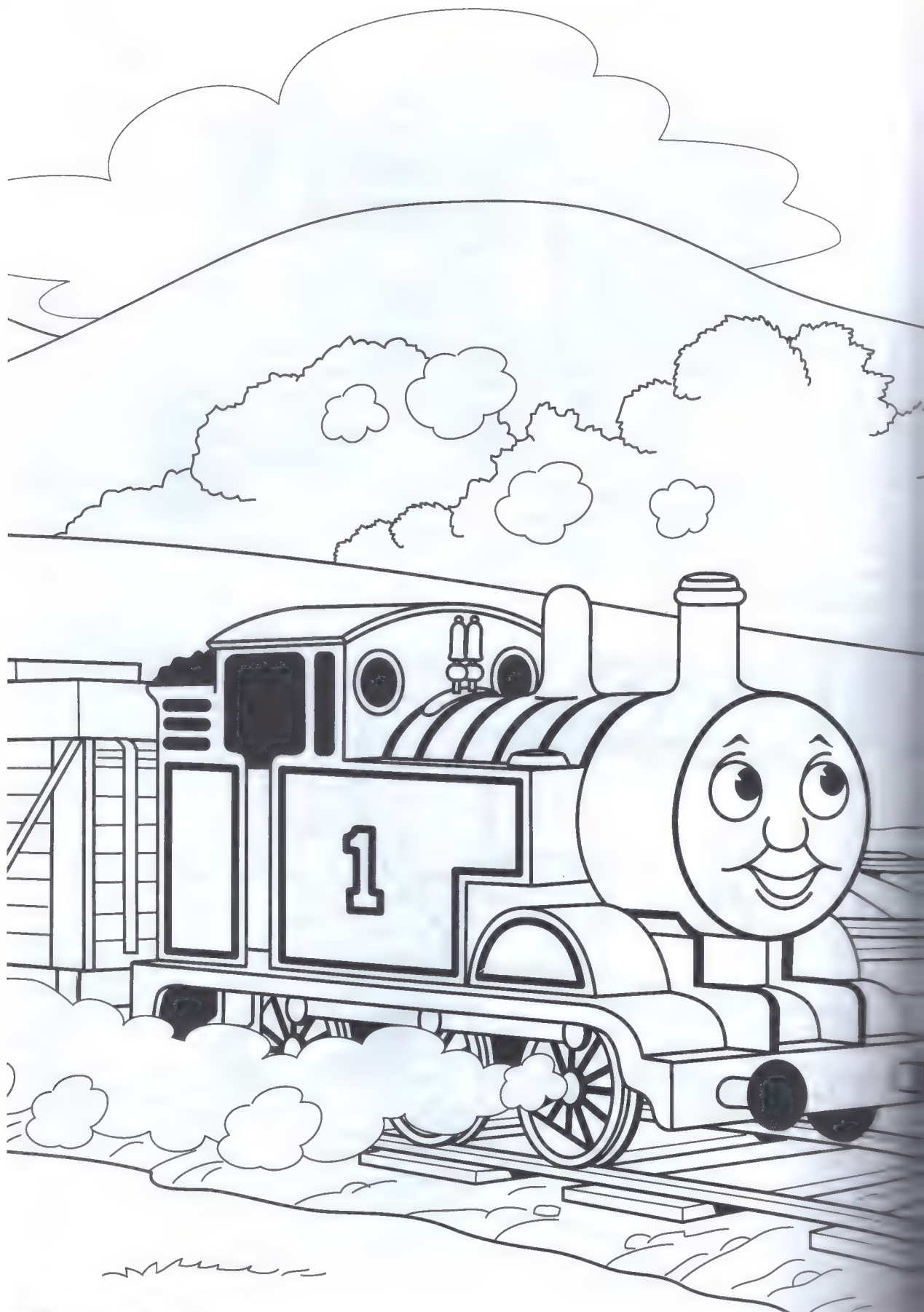
Thomas hurries over the Old Road Bridge.



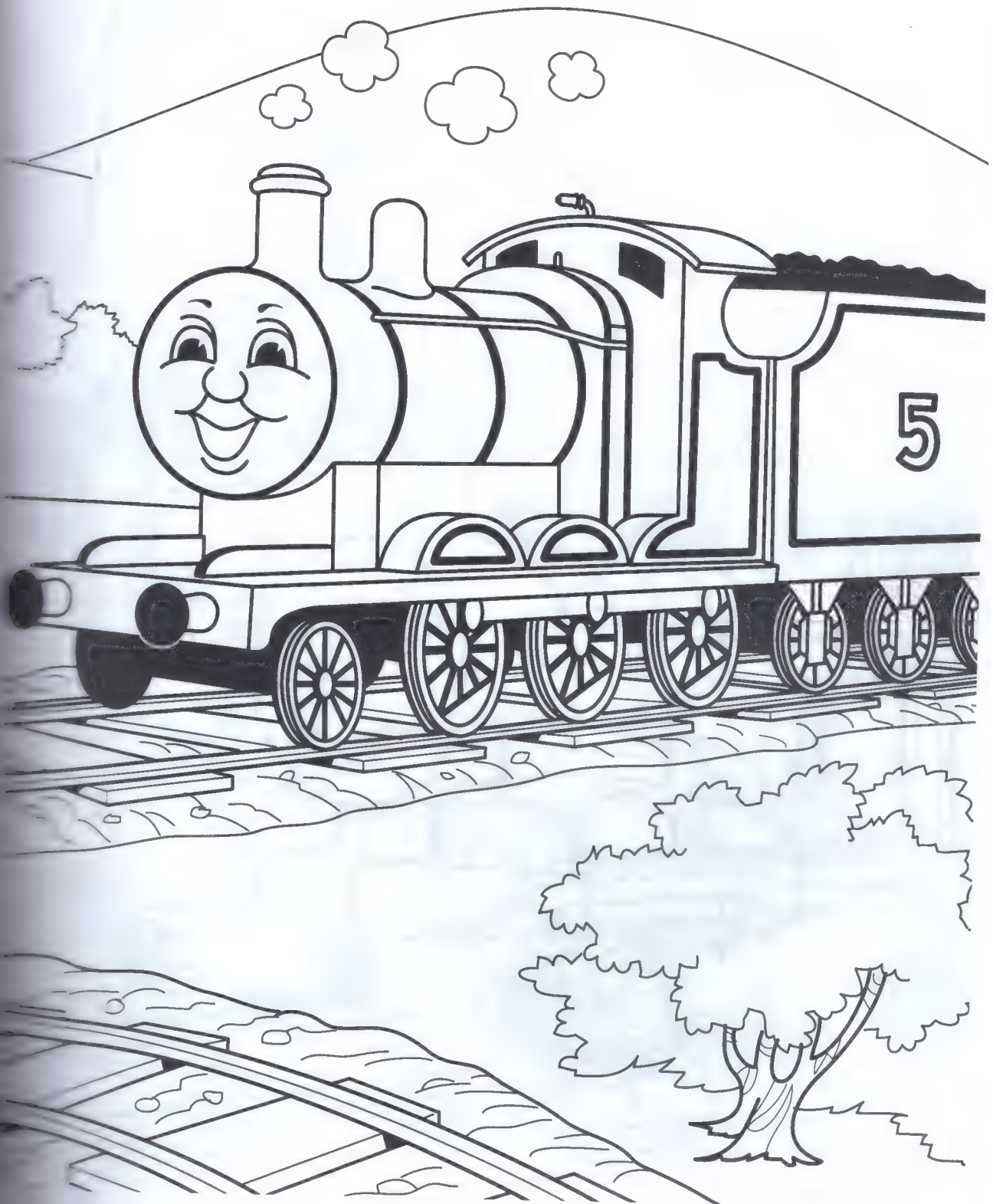
Elizabeth stops to let Thomas speed by.



Thomas keeps on going.

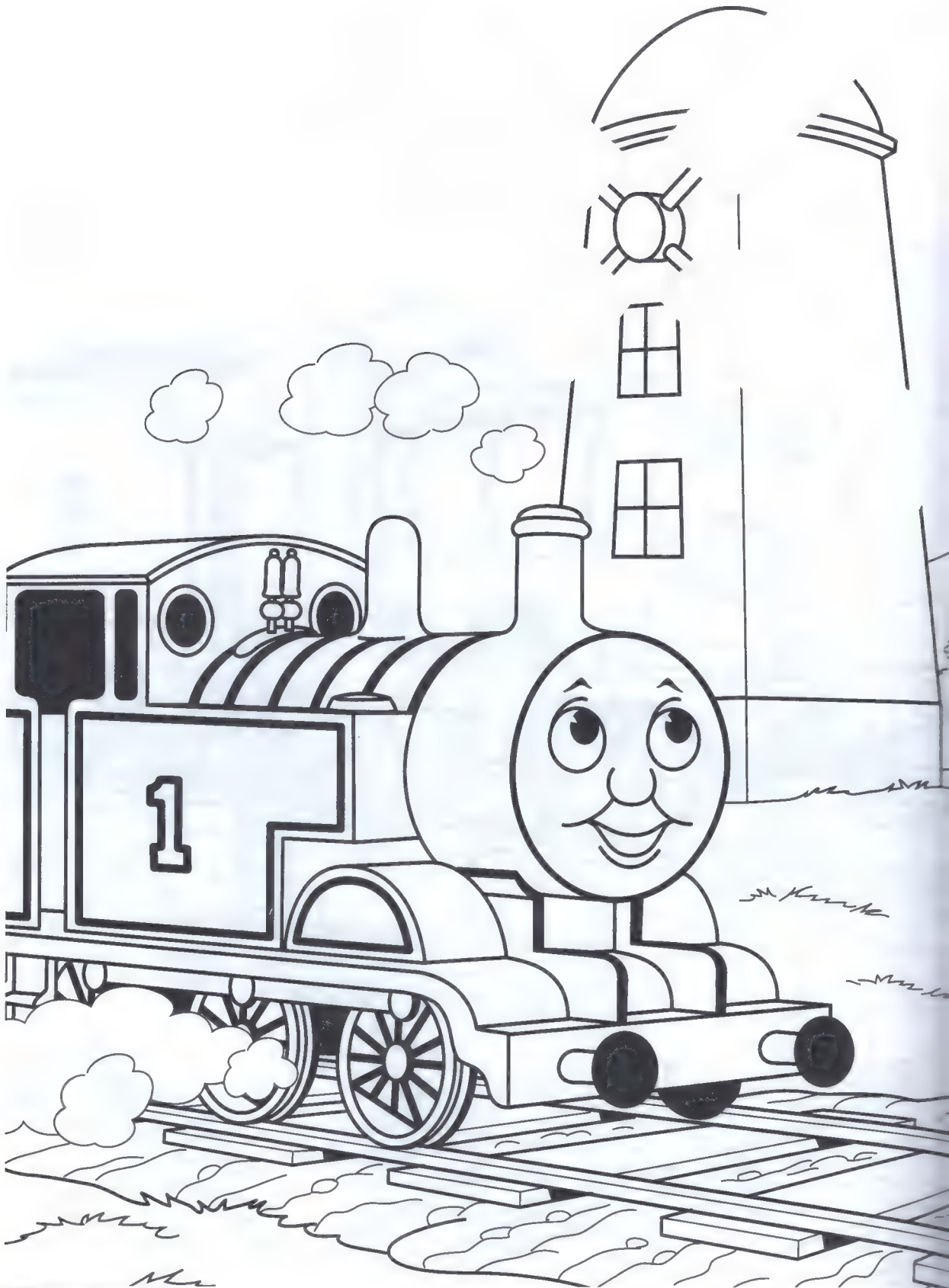


He puffs past James.

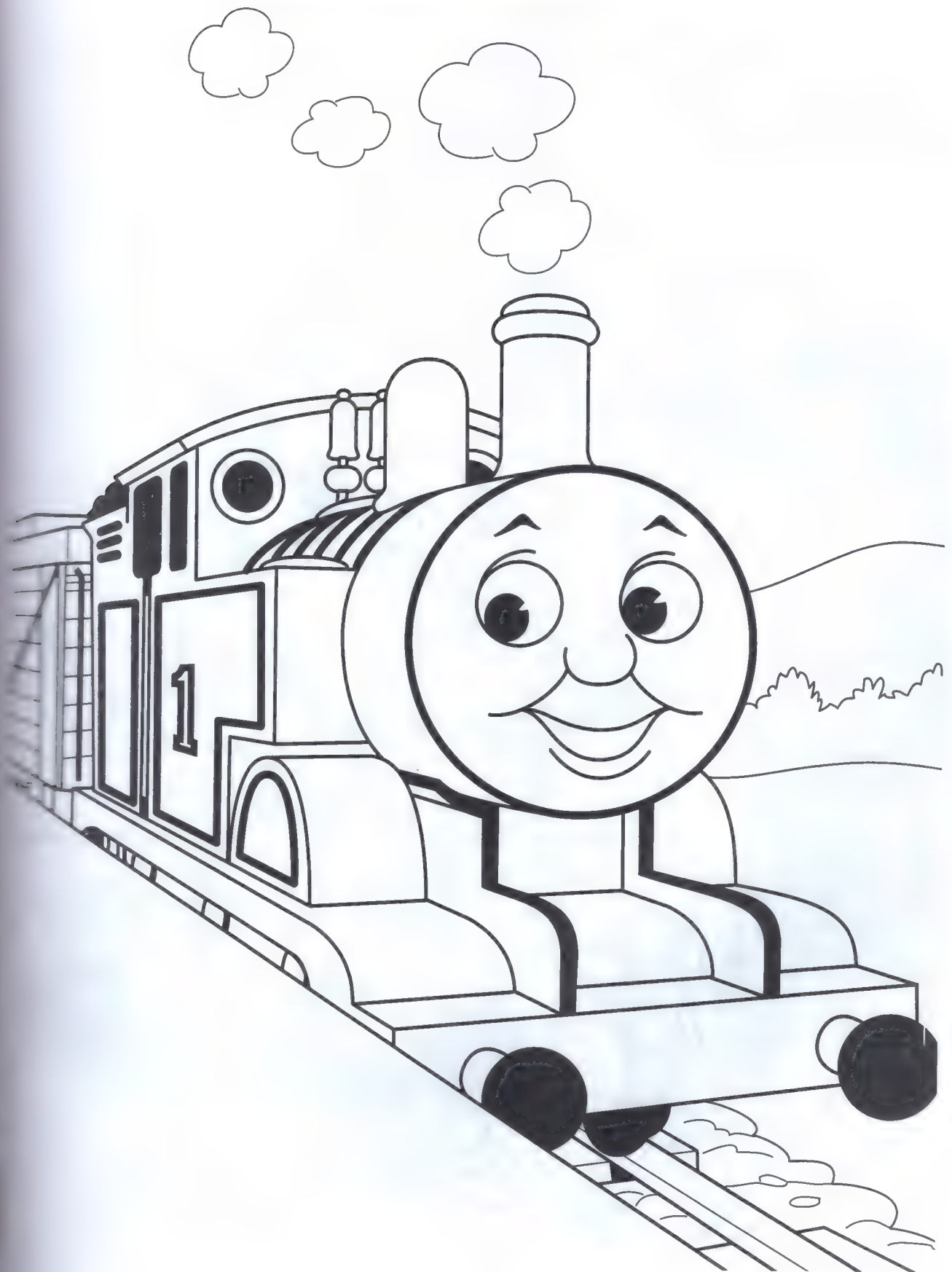


Faster than the wind!

Trace the blades of the windmill.



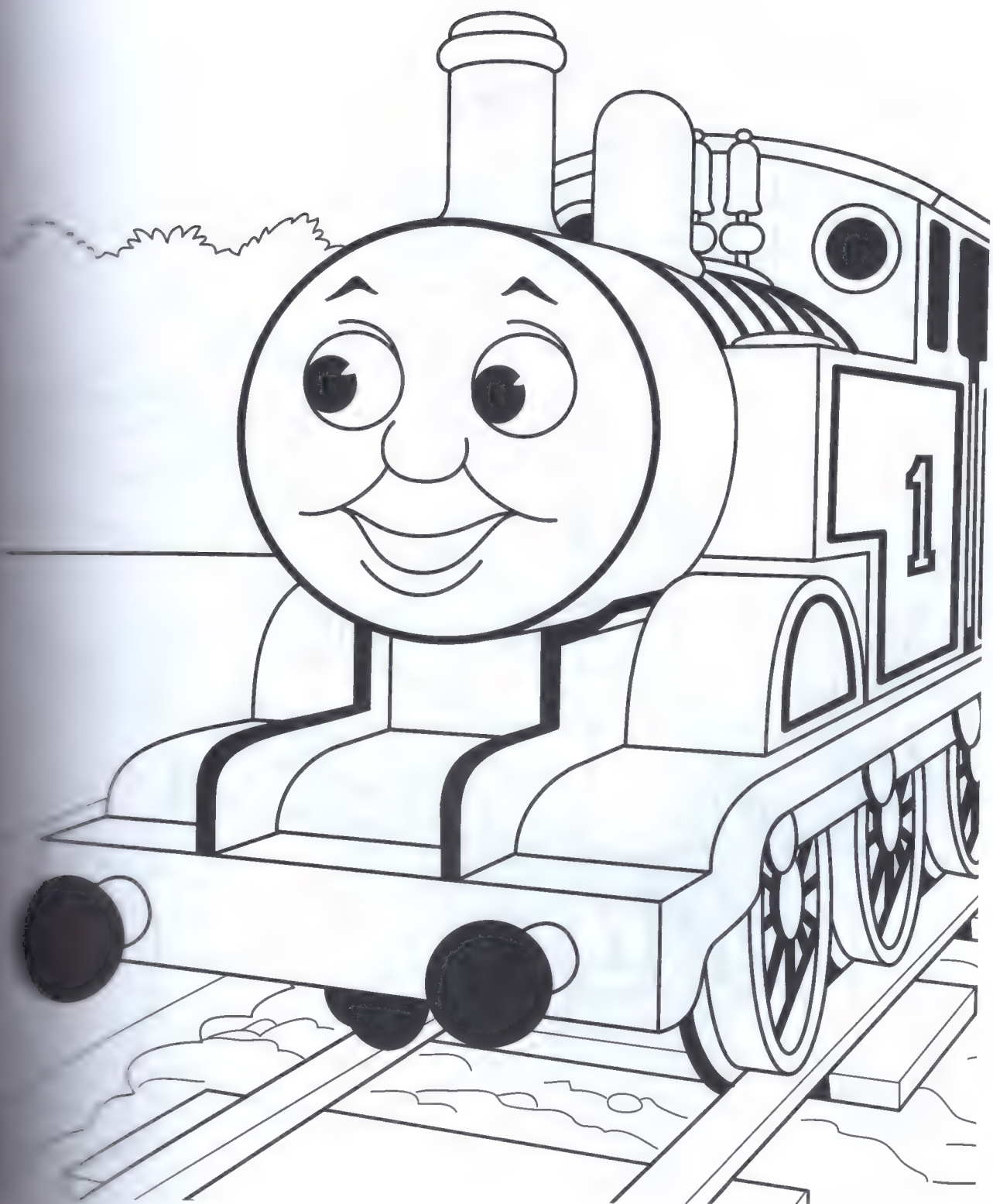
Thomas reaches his special
stop at last—Right on Time!



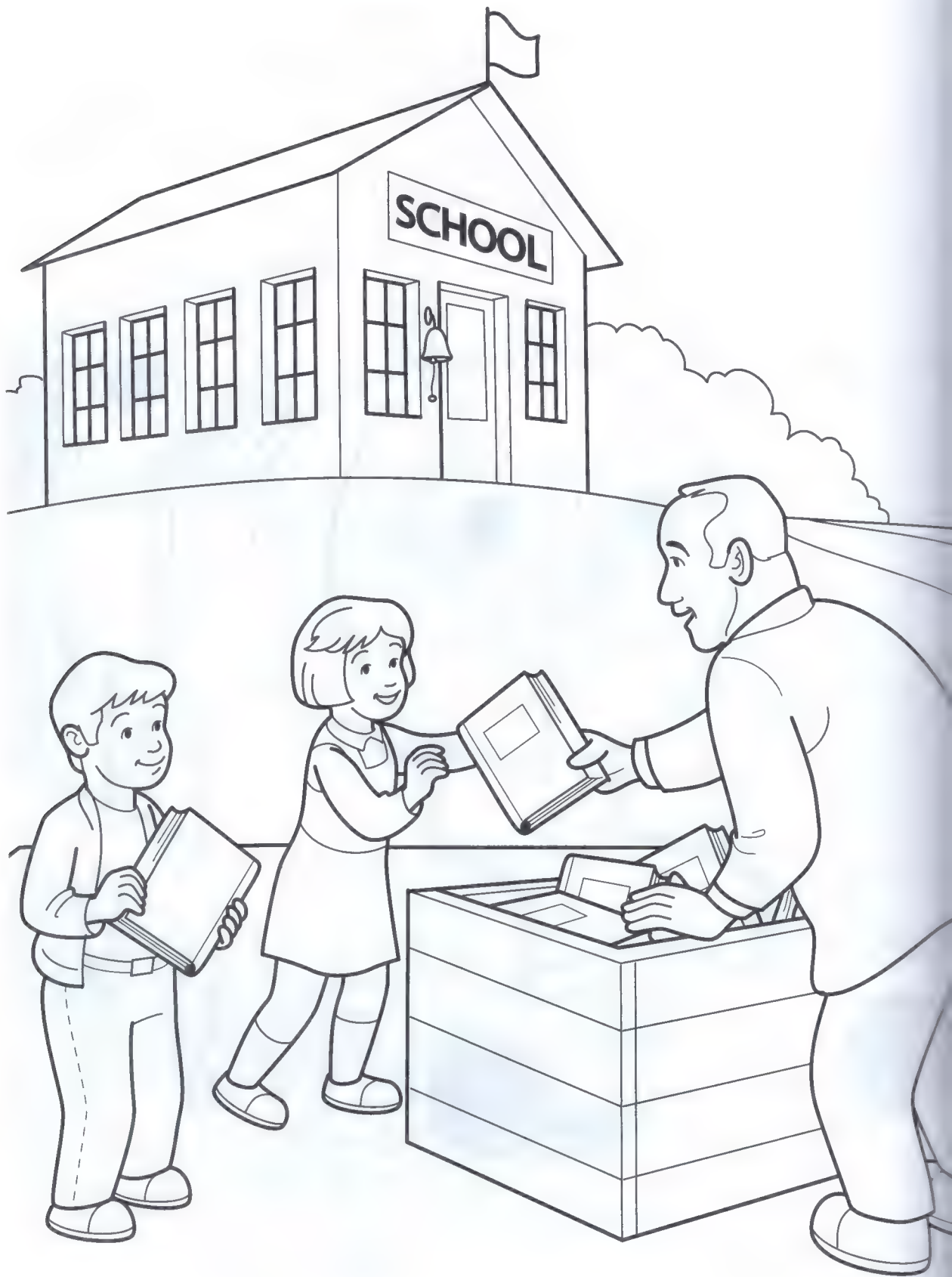
The teacher and some students
meet Thomas on the platform.



They have been waiting for
this very special delivery.

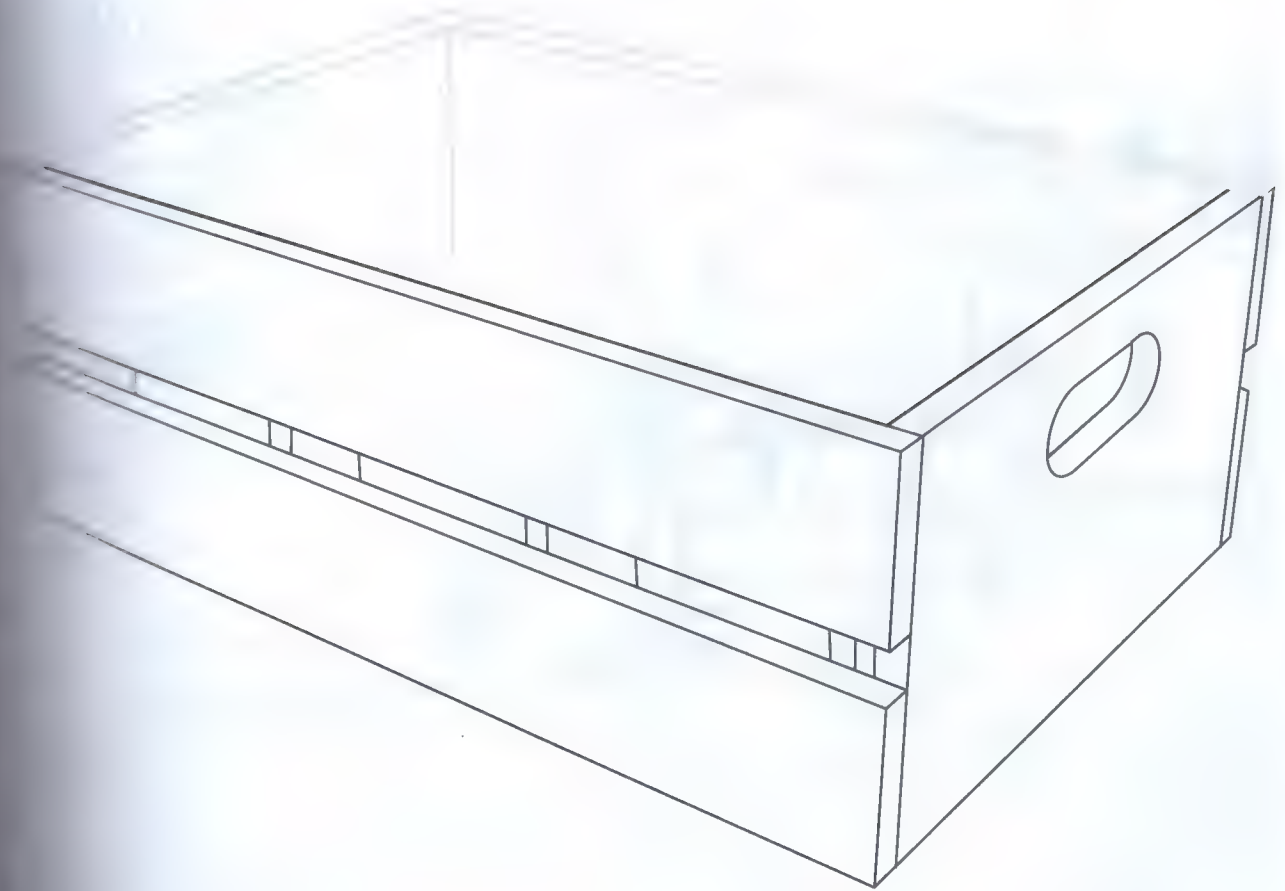


Now the new school can open!

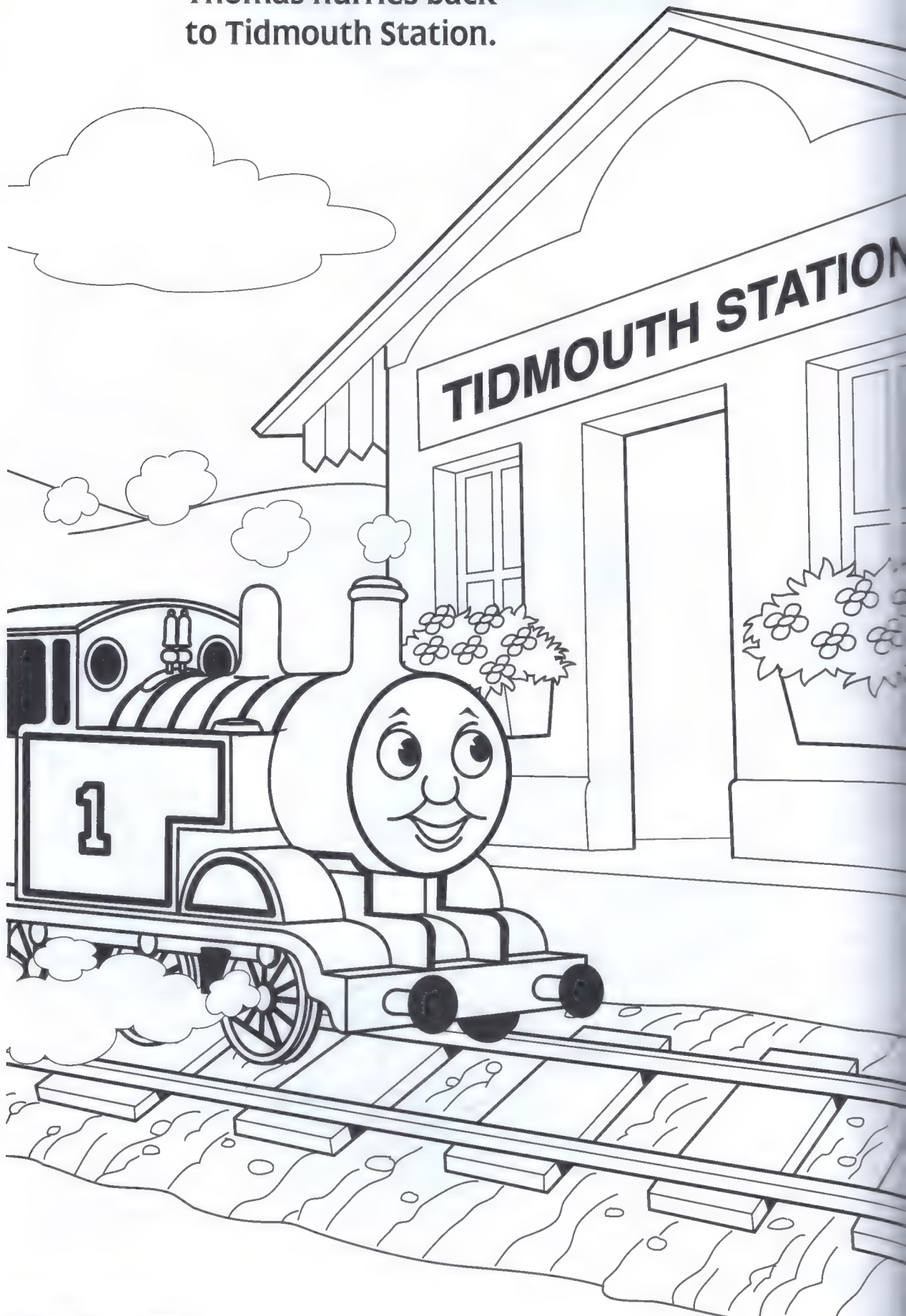


A Delivery for you!

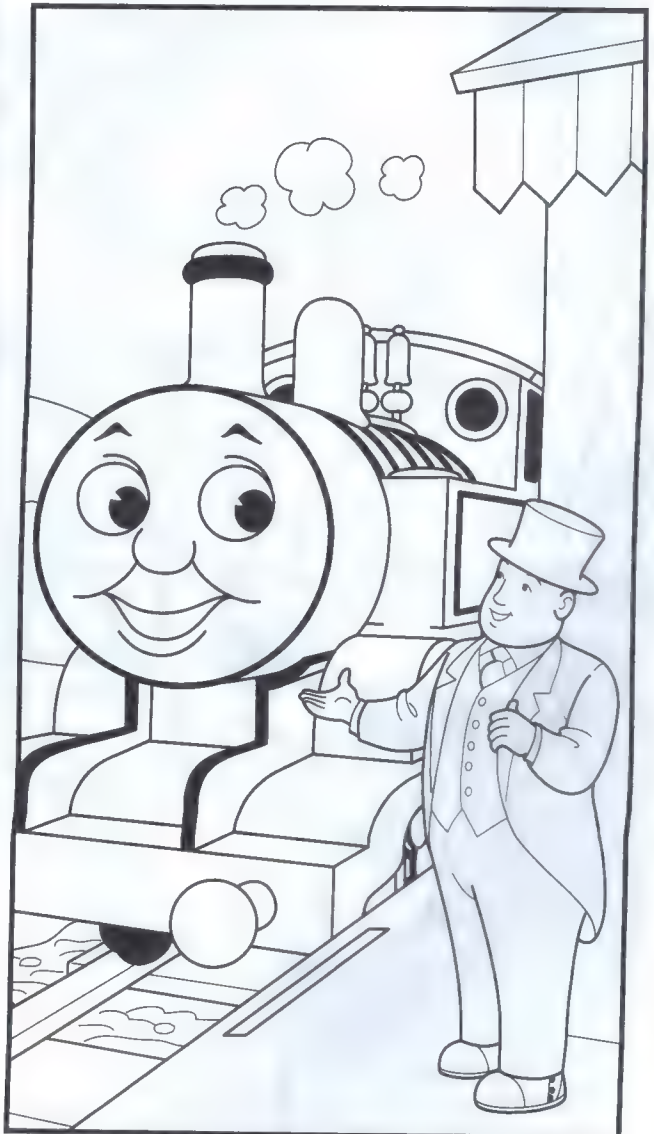
Thomas also brought you a delivery.
What did he bring?



Thomas hurries back
to Tidmouth Station.

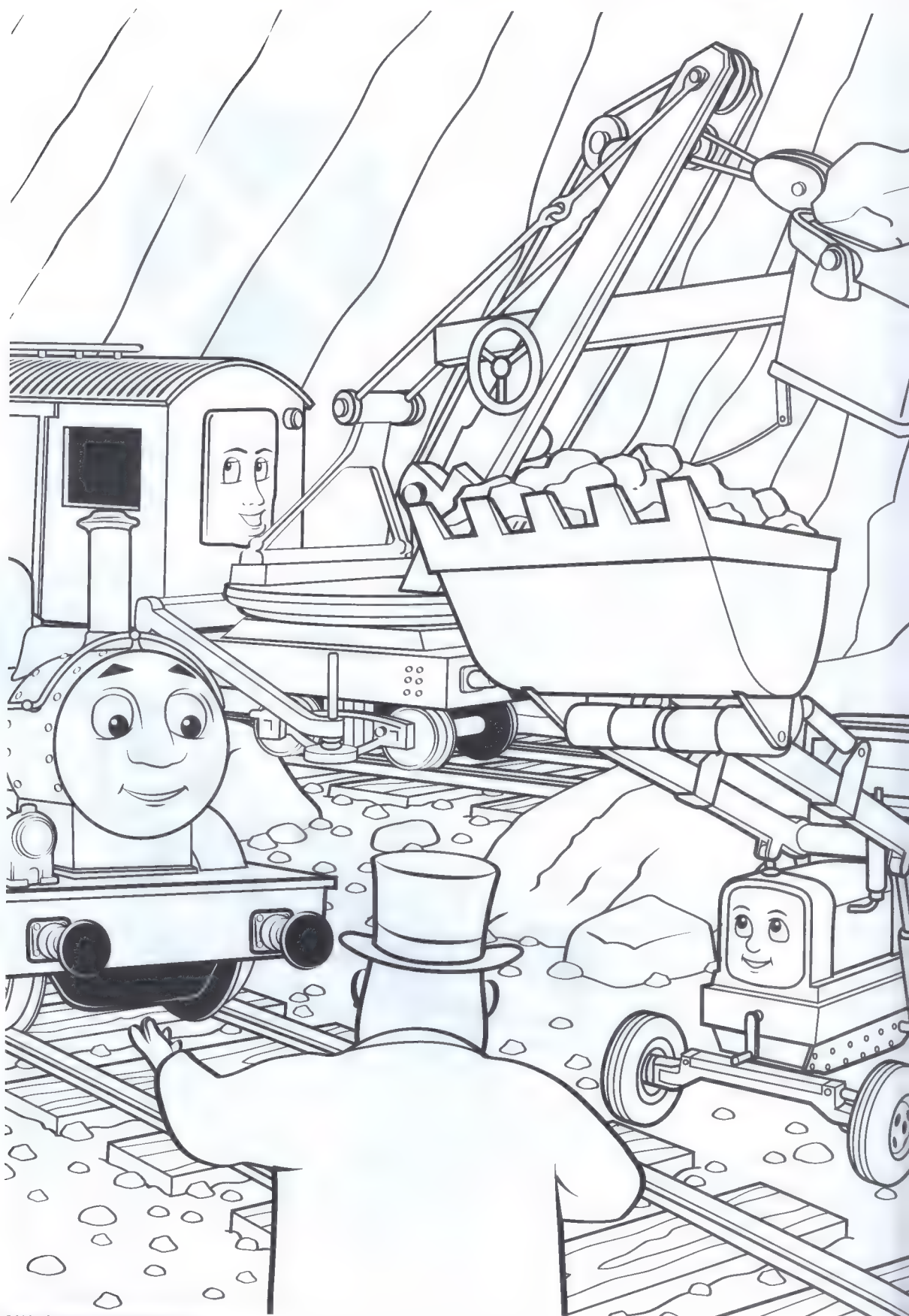


Circle the 5 differences.

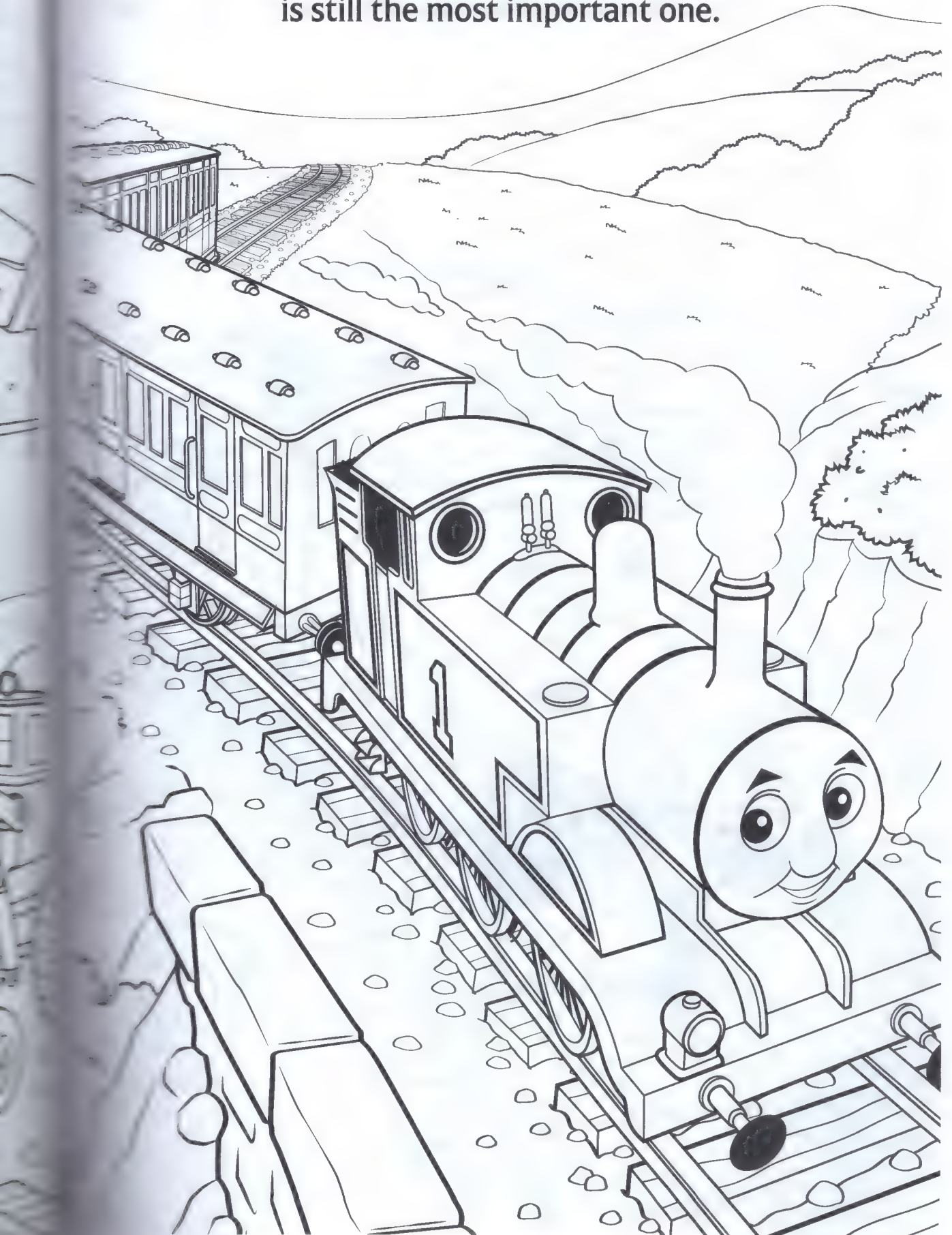


Answers: steam puff; white puff; hat band; line on platform; funnel top

Soon after, Sir Topham Hatt begins building
a new Branch Line for his railway.



Thomas believes that his Branch Line
is still the most important one.



**Thomas races Gordon and derails
his coaches. Oh, no!**



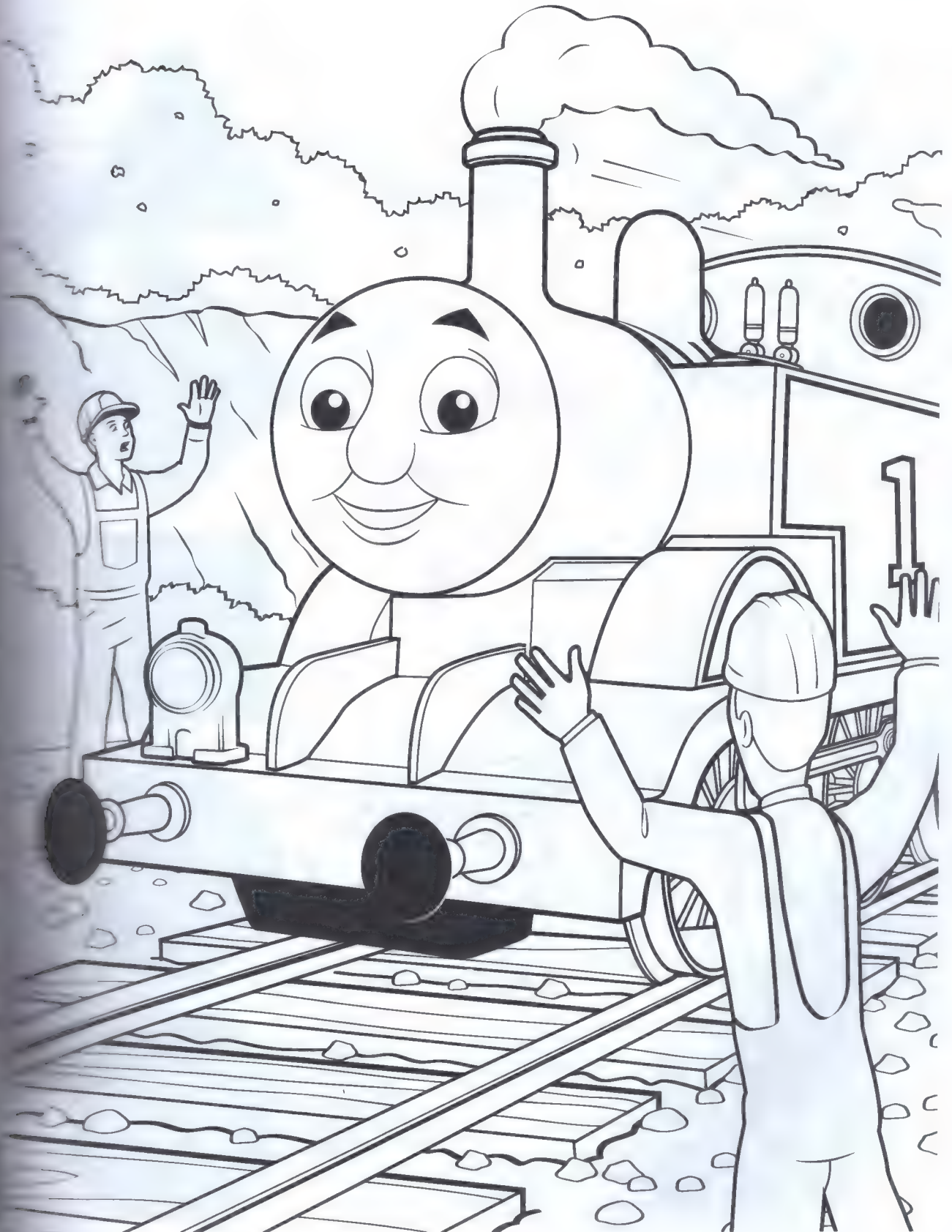
**"No racing!" says Sir Topham Hatt.
He sends Thomas to work on the new Branch Line.**



**Workers put up danger signs at the work site.
It is important to go slow!**



Thomas does not see the danger signs.

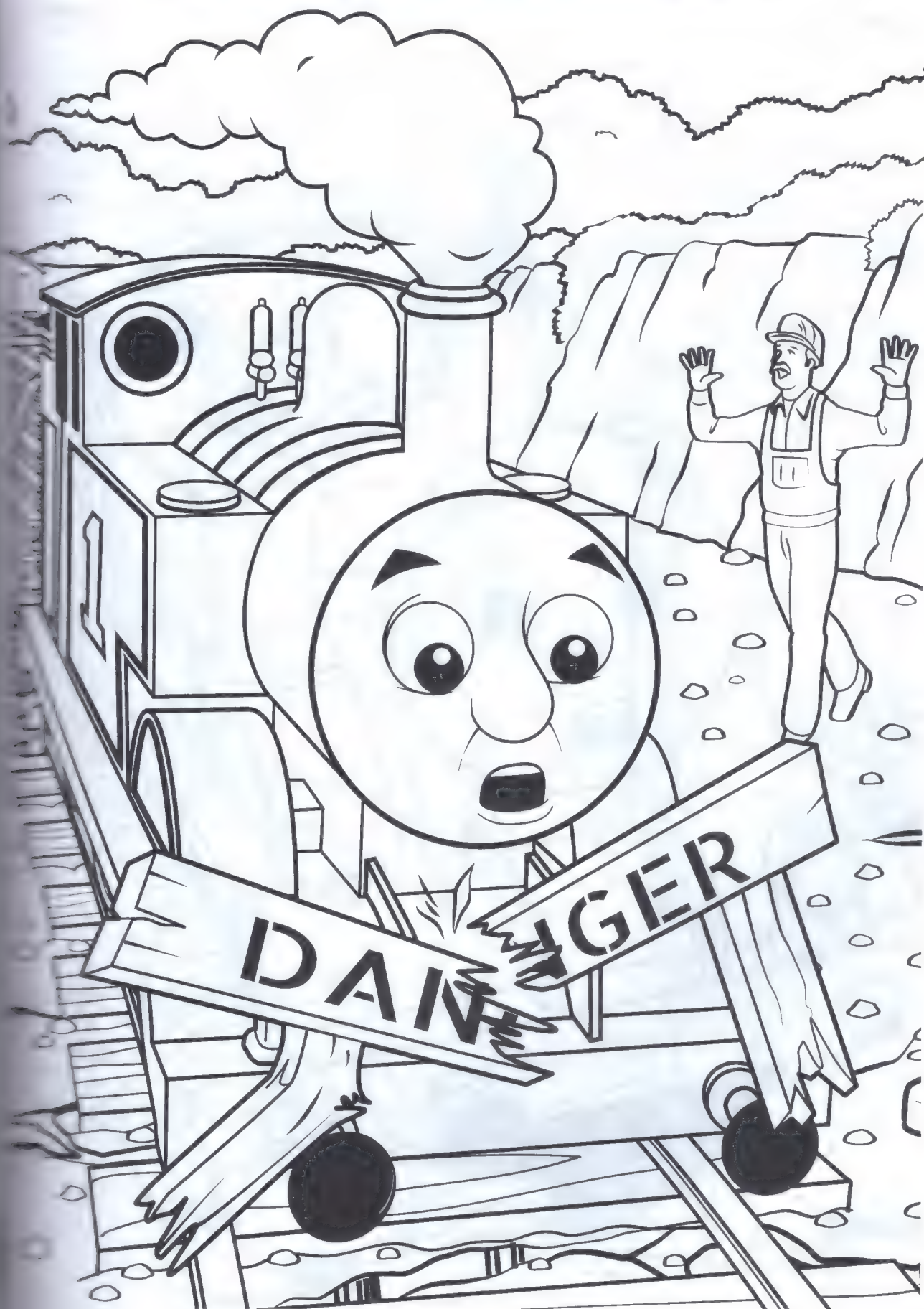


Be Careful

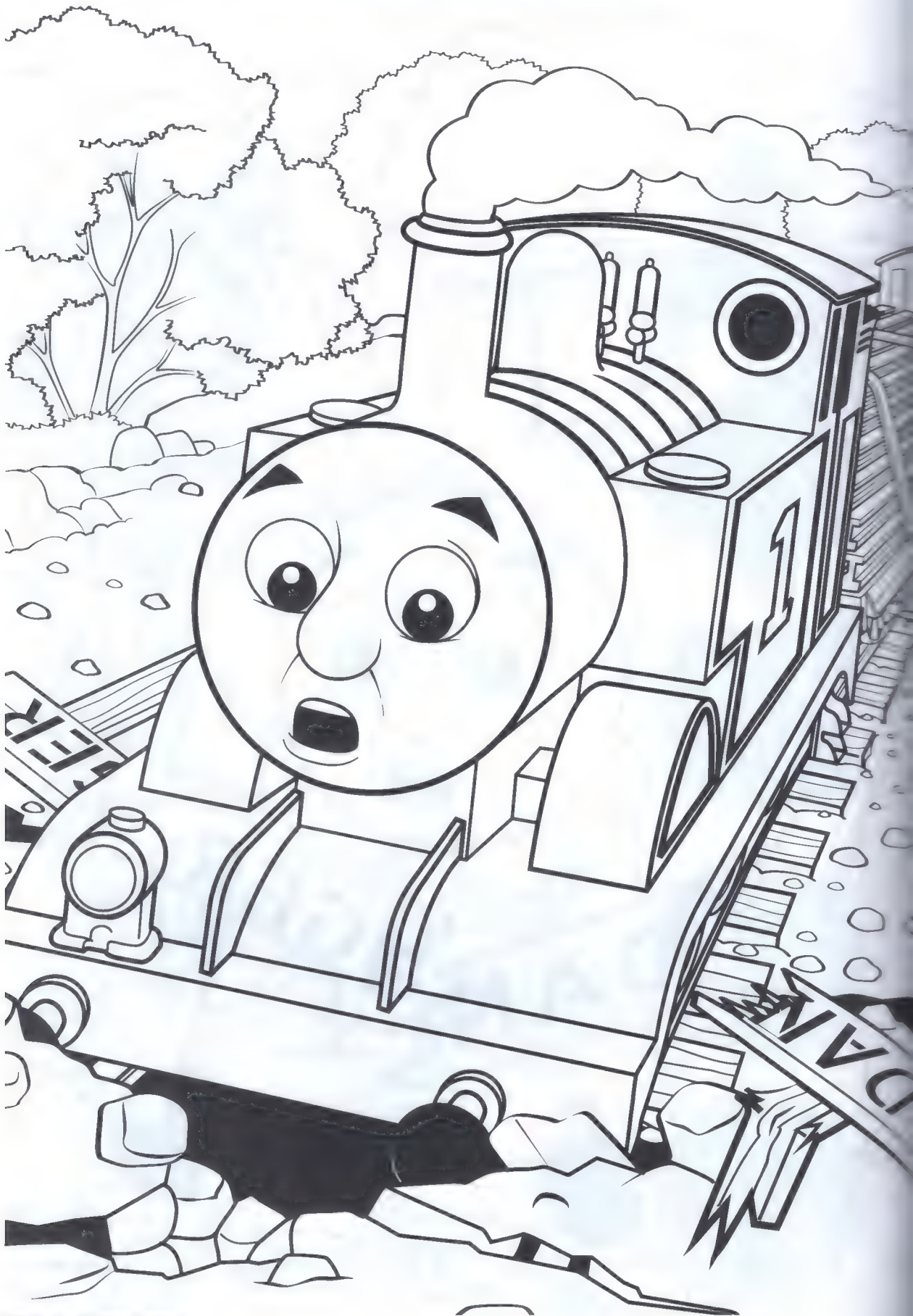
Draw a line to each road sign's shadow.



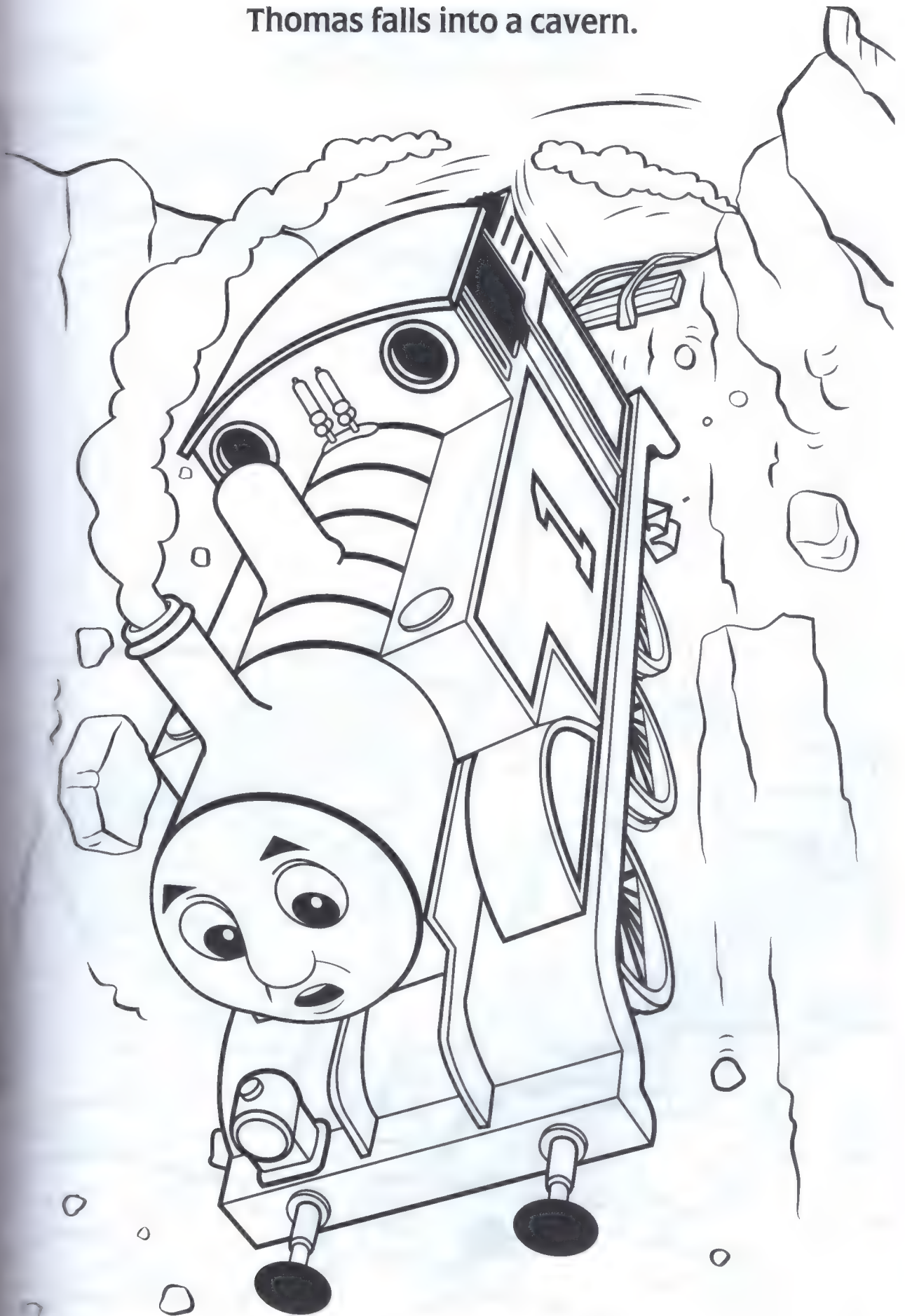
He is moving too quickly to stop in time!



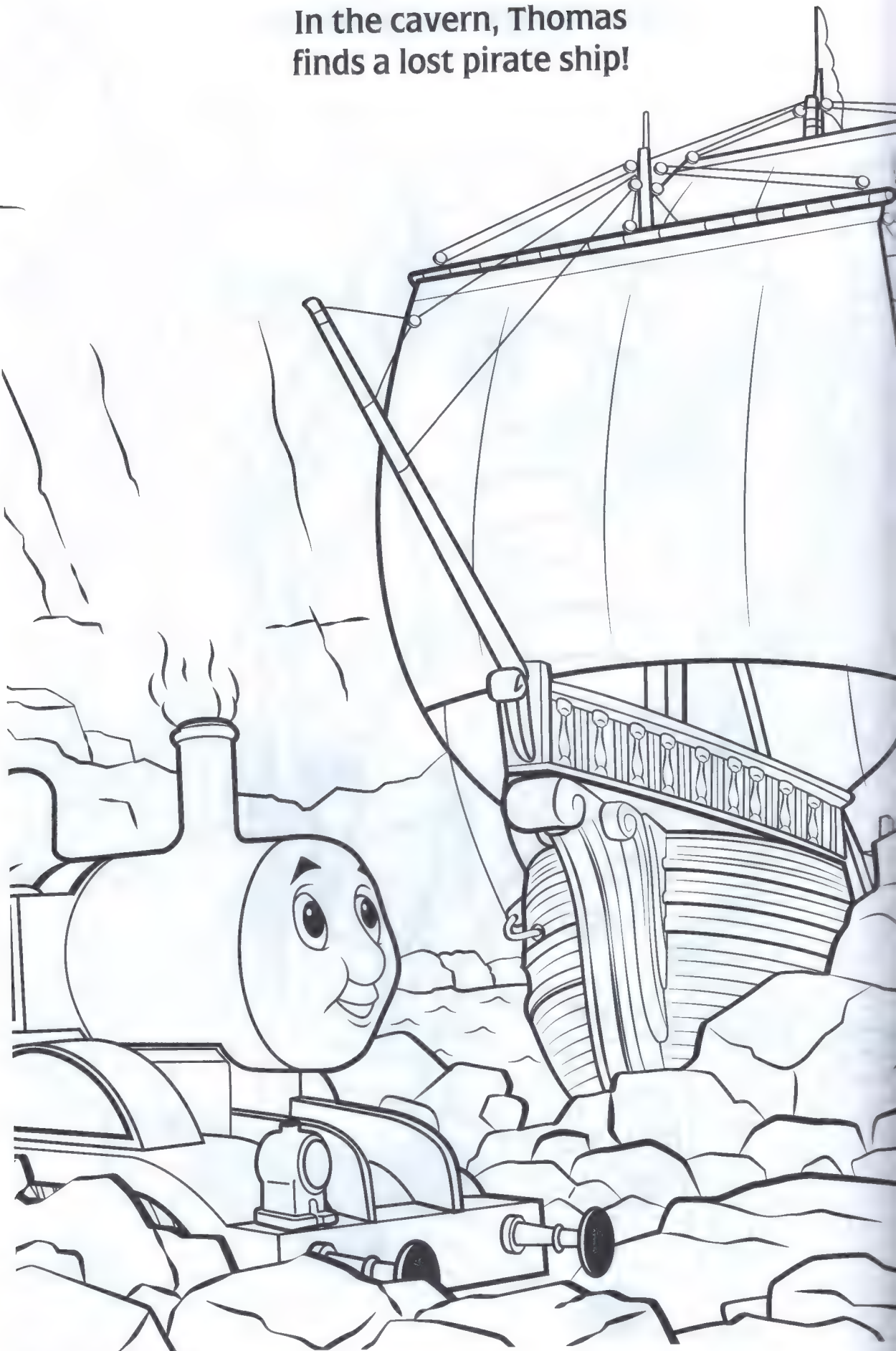
A hole opens up under the track!



Thomas falls into a cavern.



**In the cavern, Thomas
finds a lost pirate ship!**

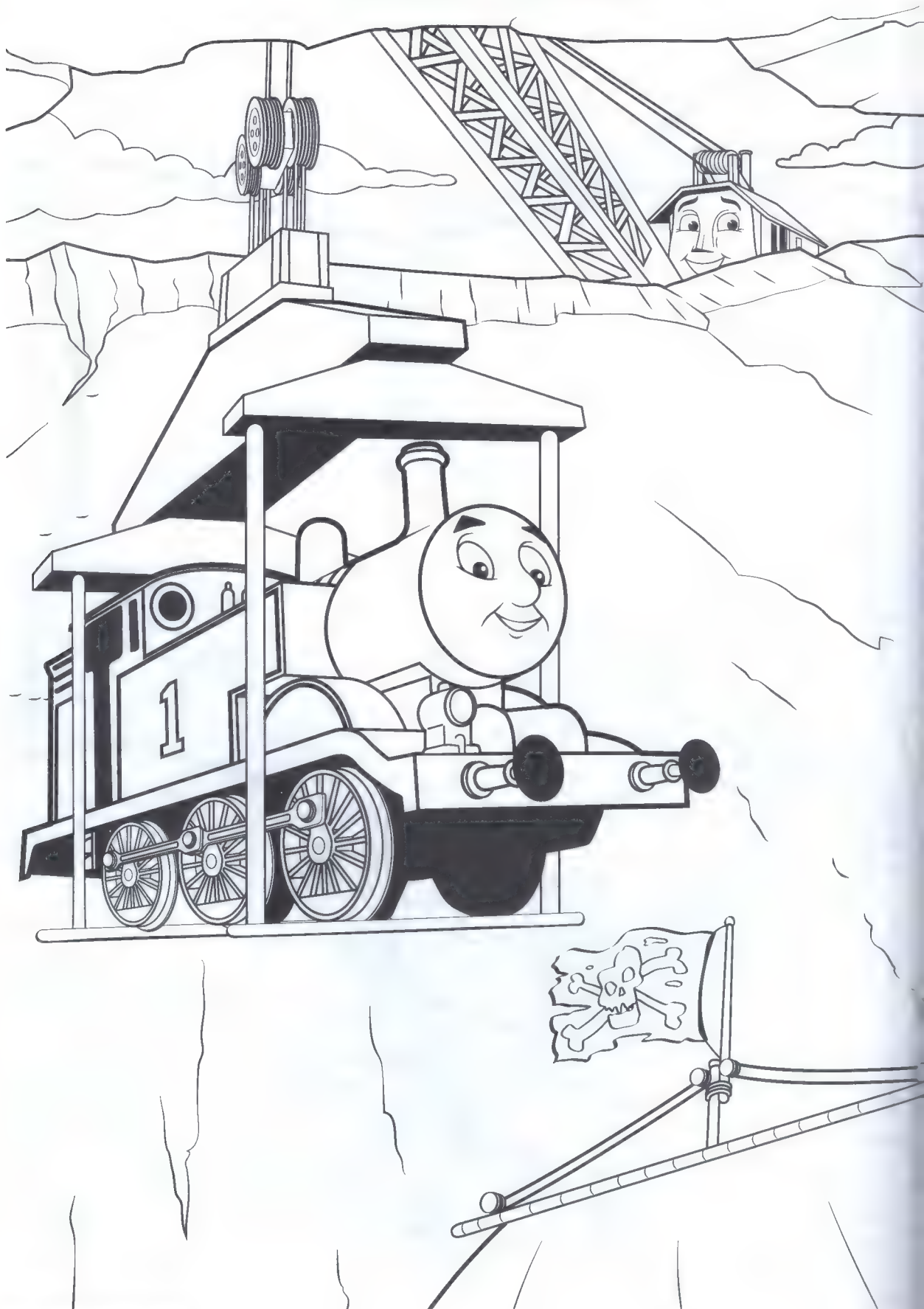


Ahoy, Matey!

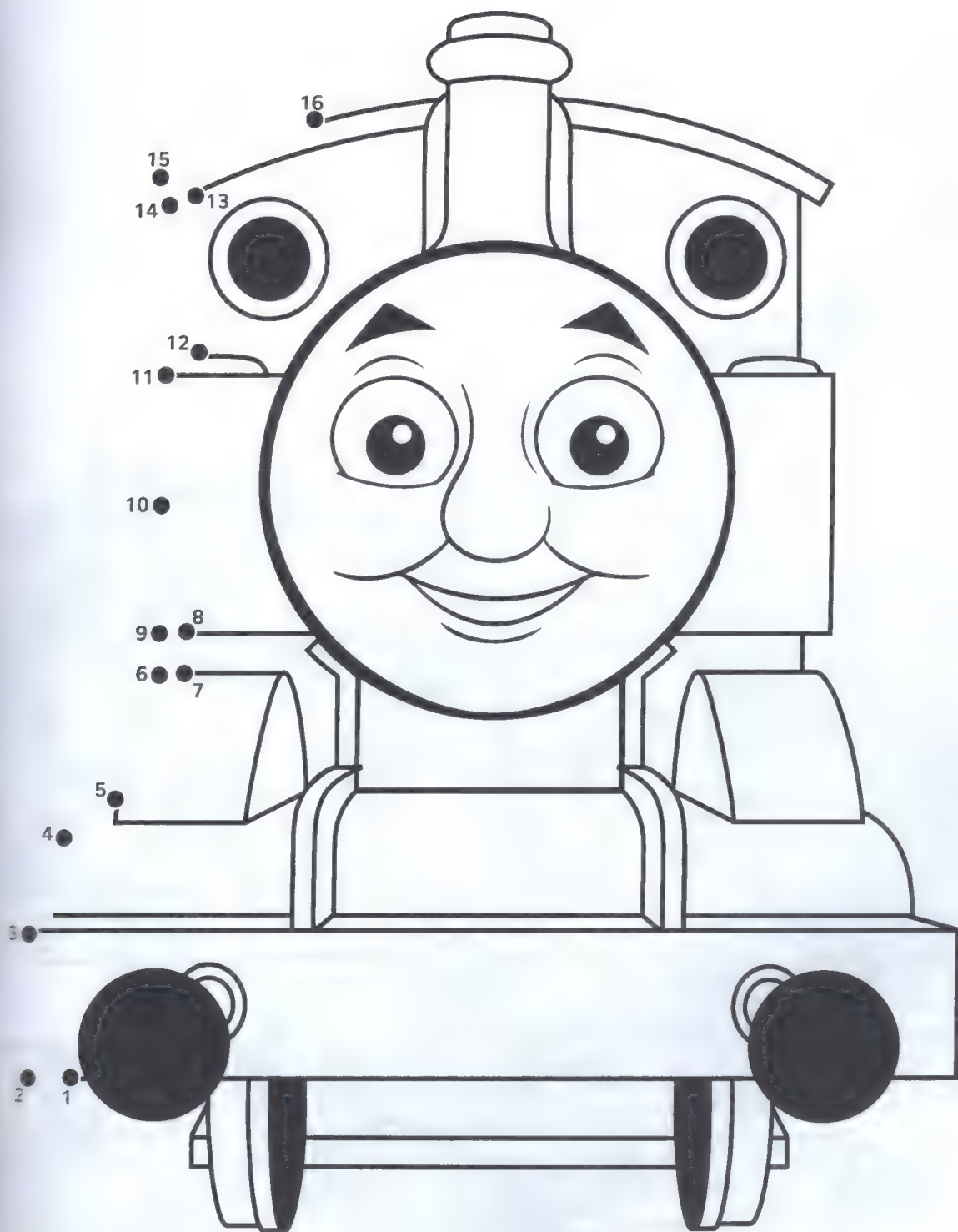
Create your own pirate flag.



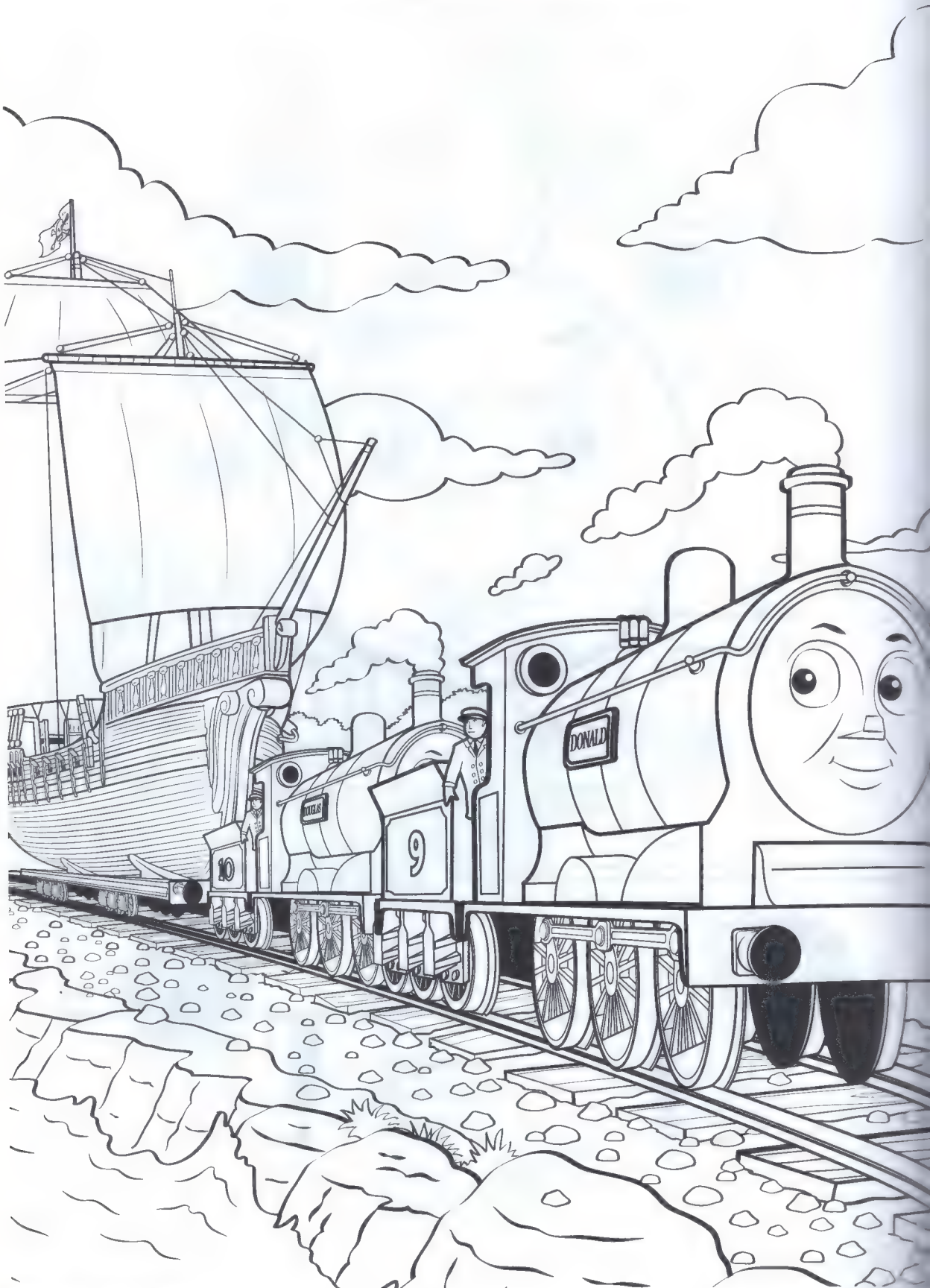
Thomas is lifted out of the cavern.



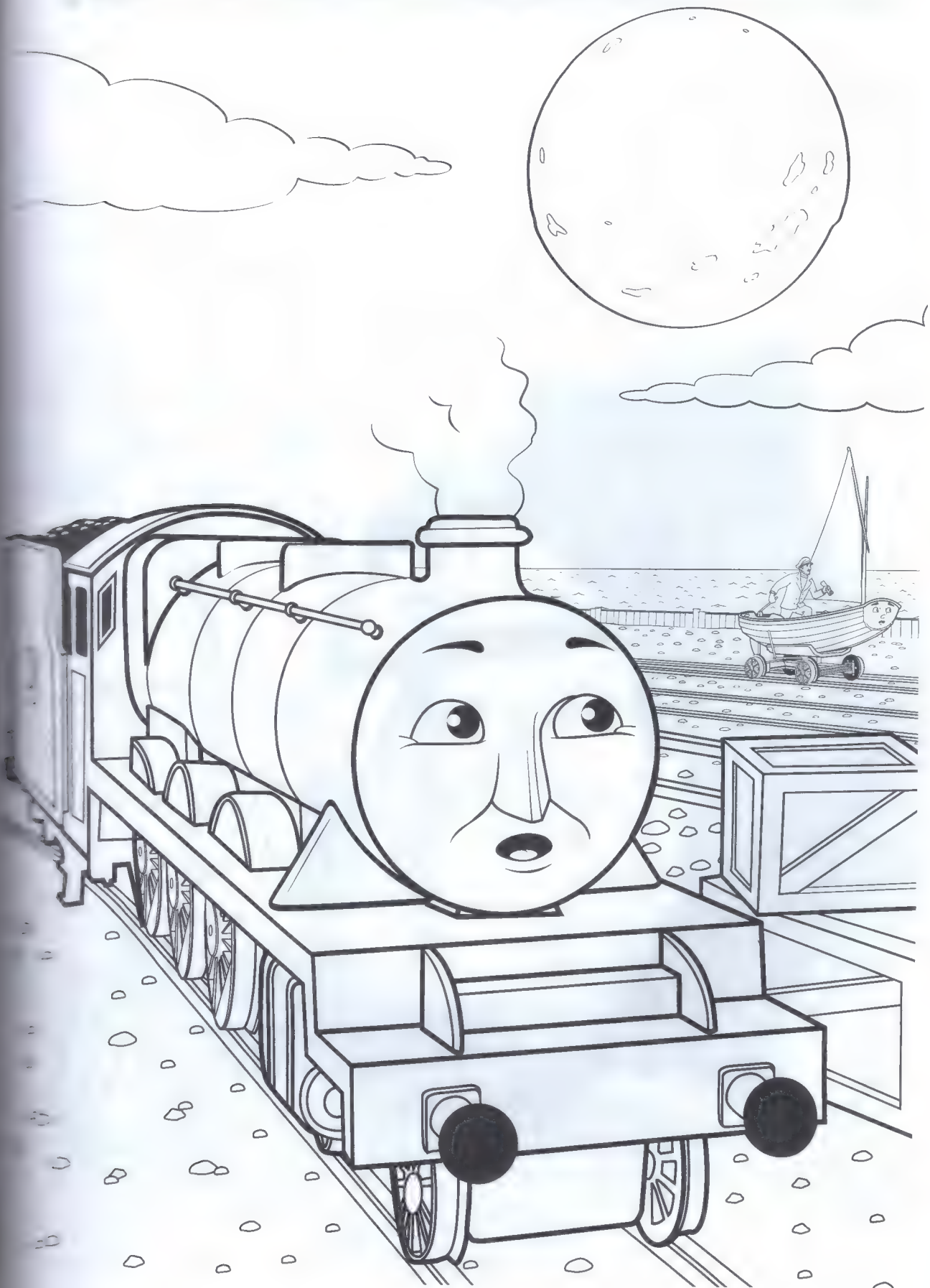
Connect the Dots



The ship is lifted out and sent
by rail to Arlesburgh Harbor.



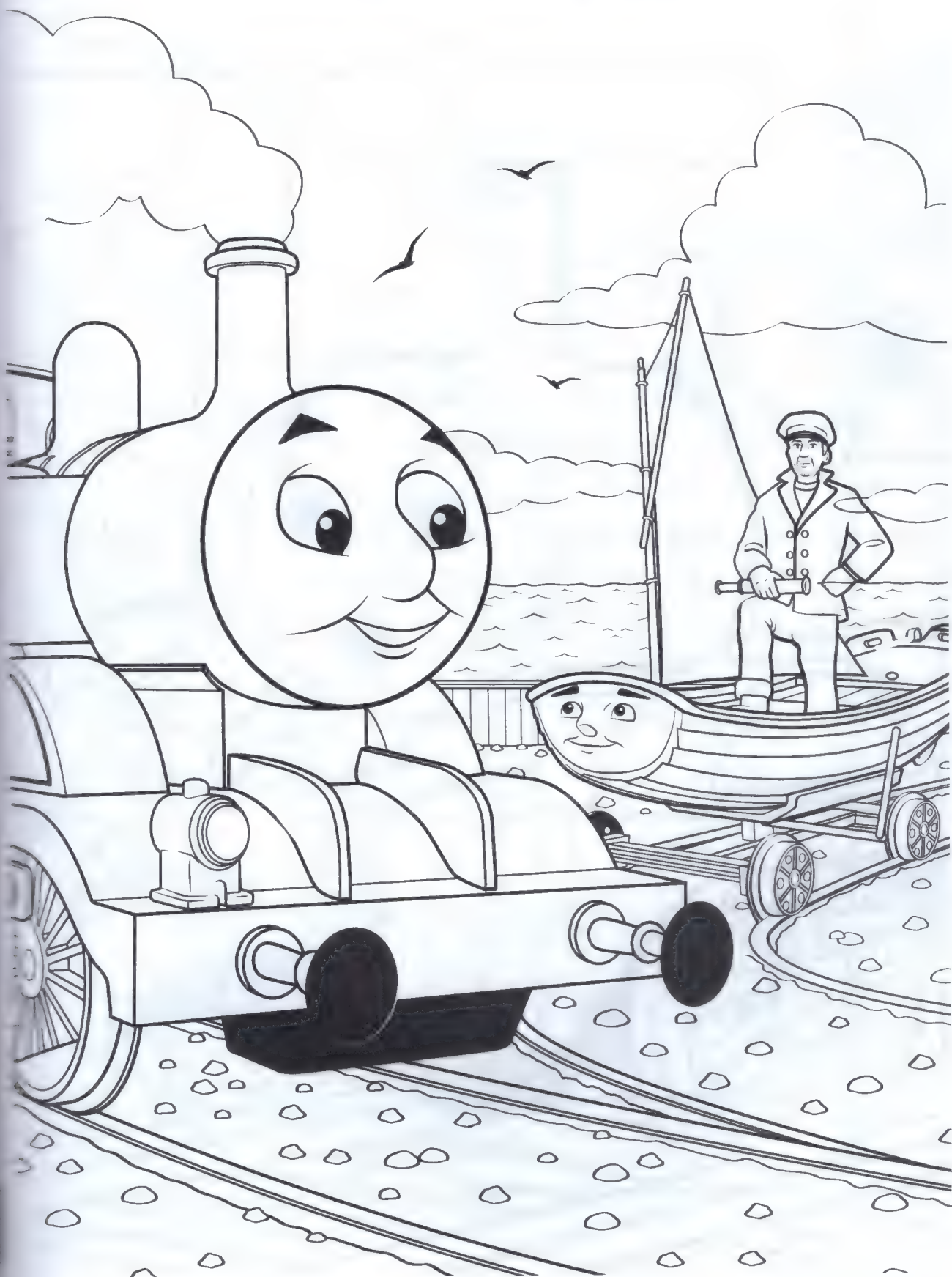
That night, Henry thinks he sees a ghost!



Salty tells the tale of the Lost Pirate, who hid his ship in a secret cave and buried his stolen treasure. Can it be true?



The next night, Thomas meets Sailor John
and Skiff, a boat on wheels.

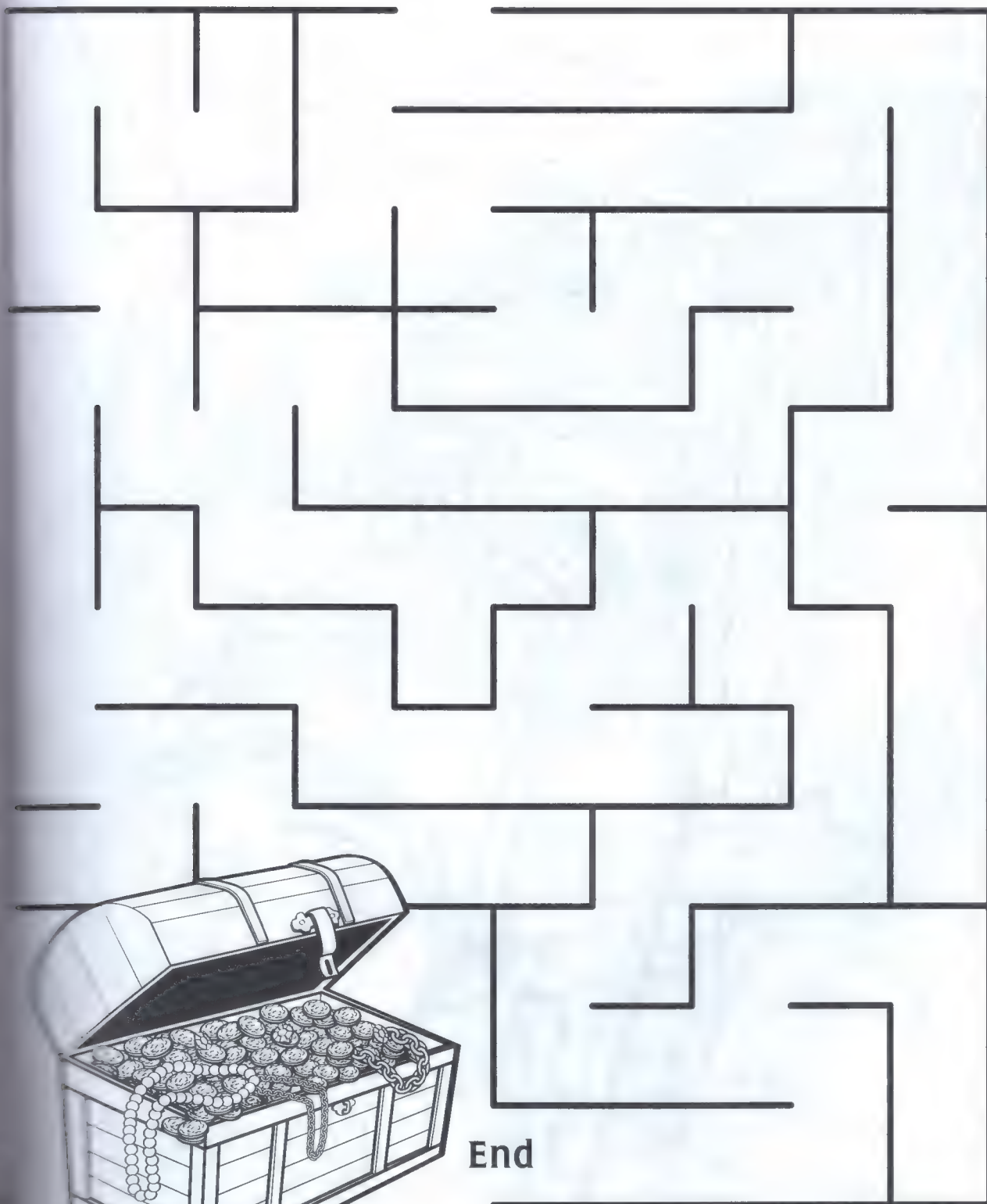


**Sailor John explores the cavern and finds a map.
The tale of buried treasure is true!**



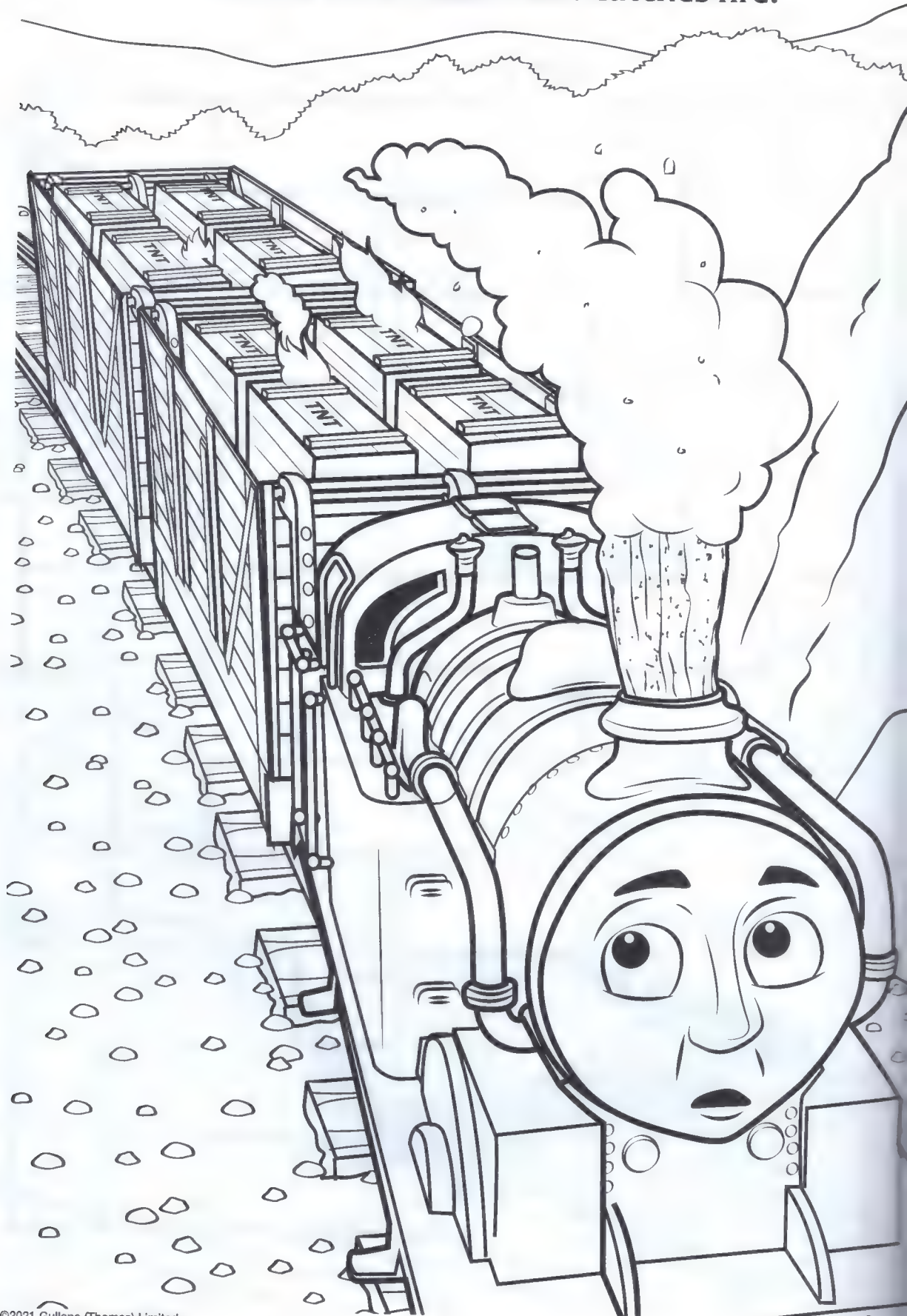
Find the buried treasure!

Start

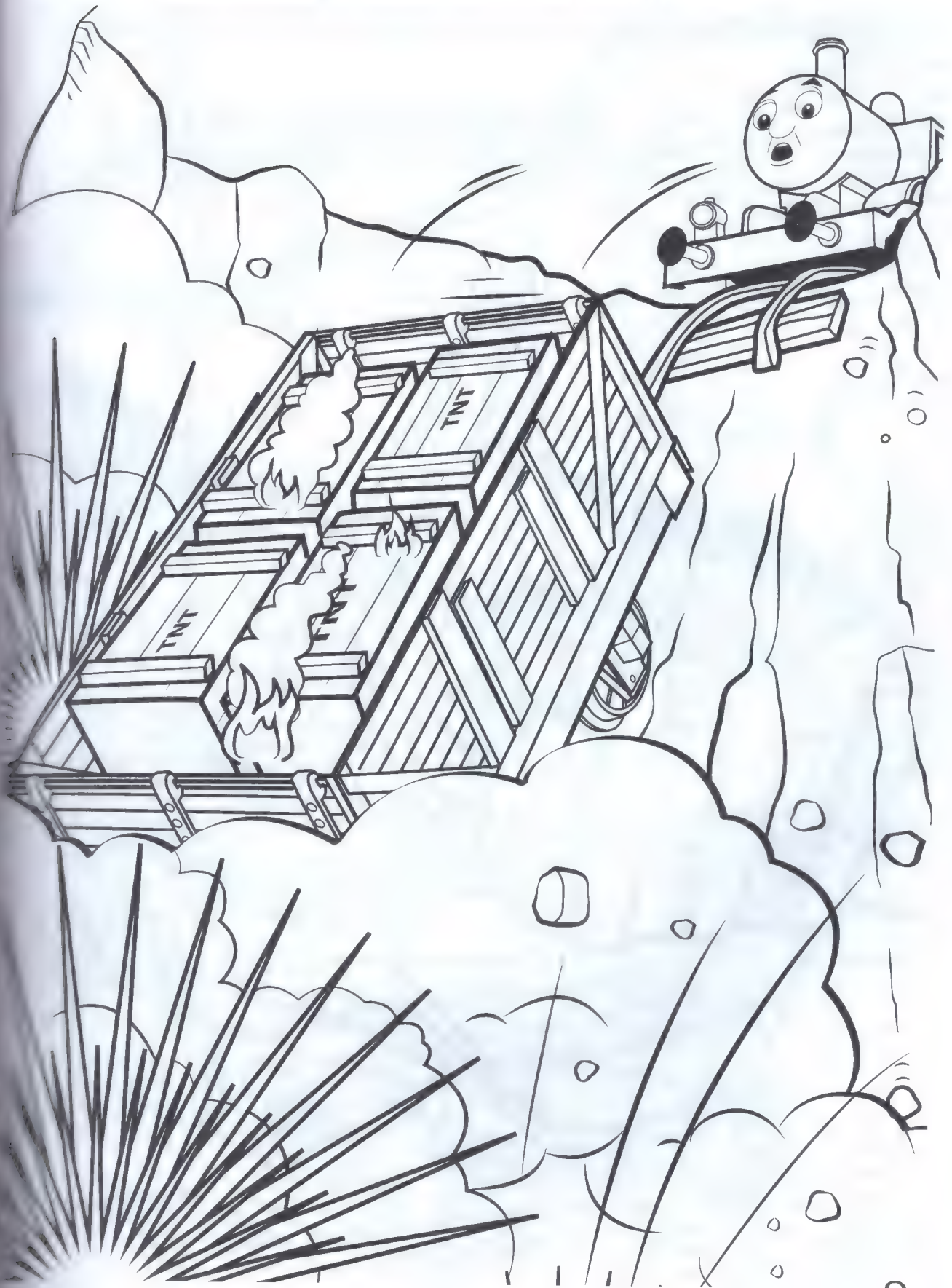


End

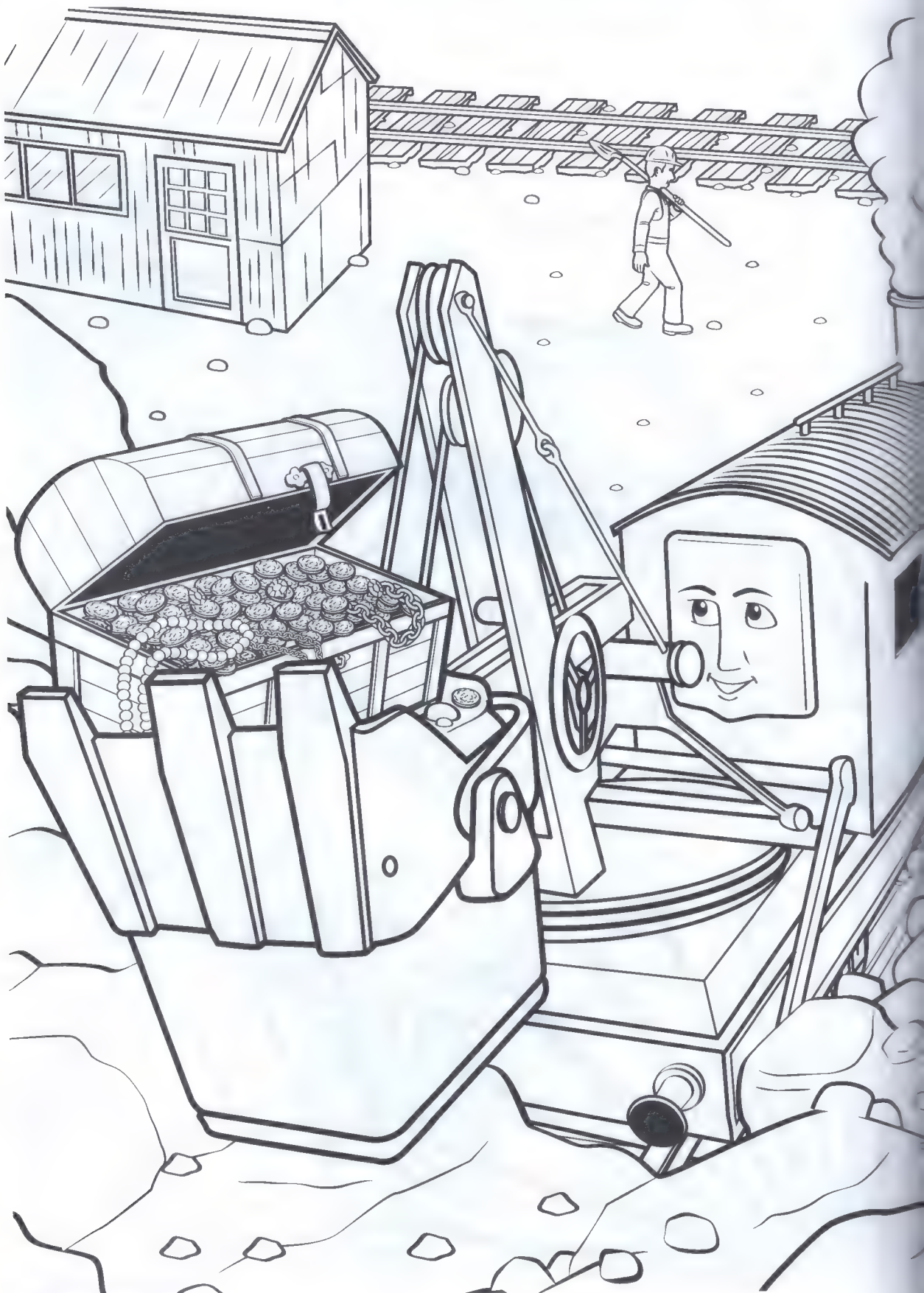
The next day, a train delivering dynamite to the construction site catches fire.



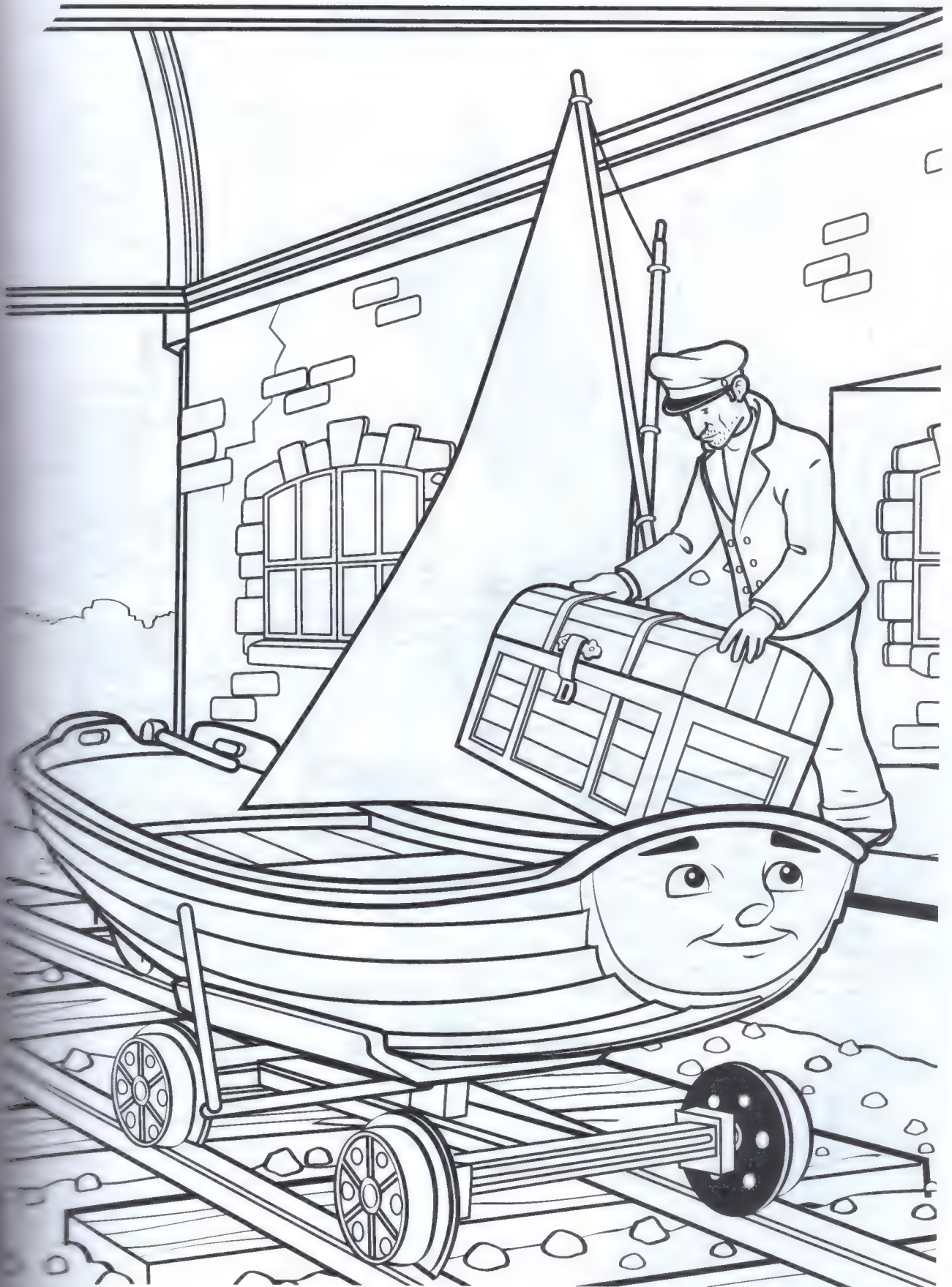
**Thomas races like a blue streak! He pushes
the burning trucks into the cavern! Boom!**



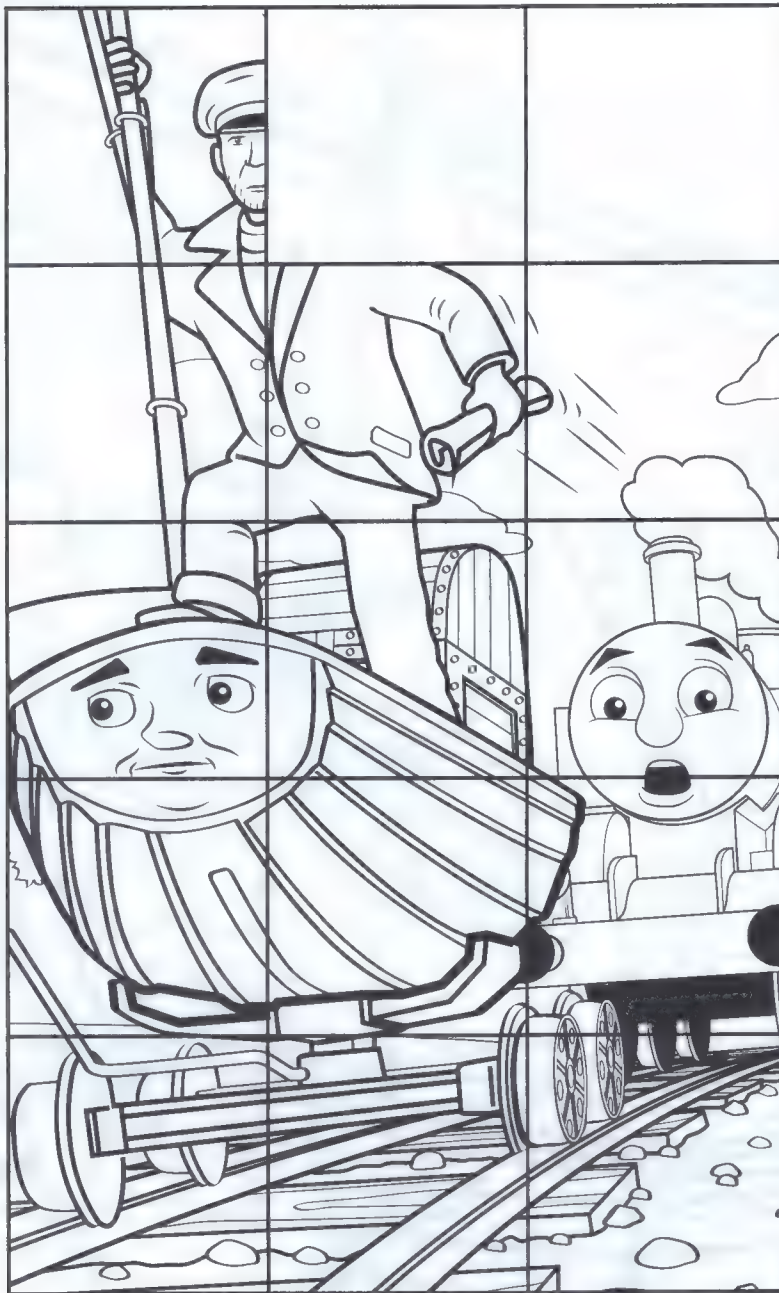
The blast uncovers the buried treasure chest!



That night, Sailor John steals the treasure
from Sir Topham Hatt's office.



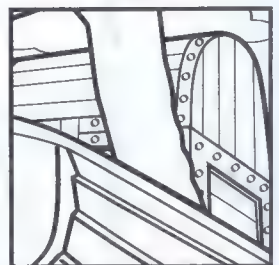
Which piece finishes the picture?



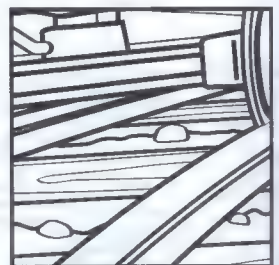
A



B



C

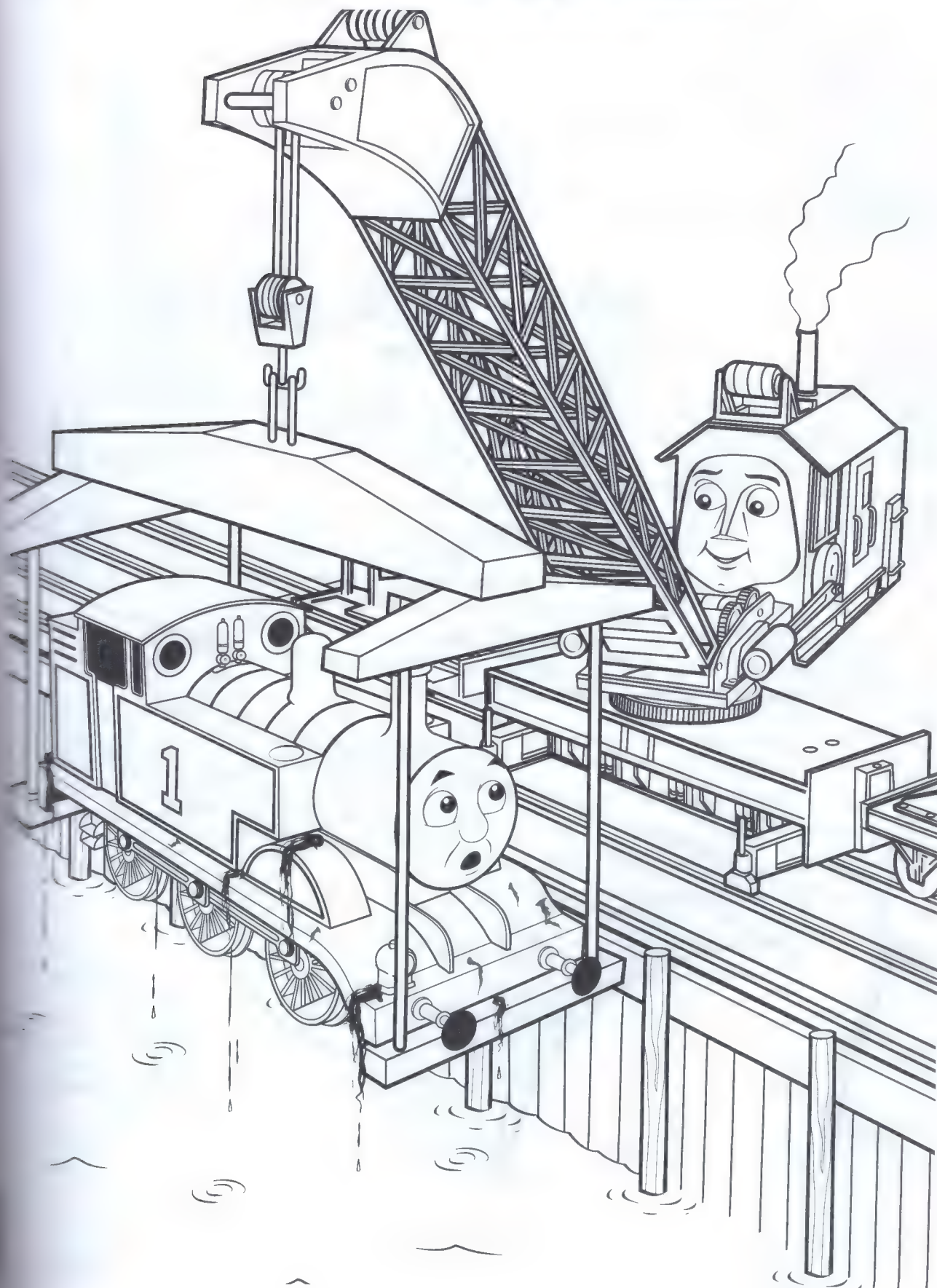


D

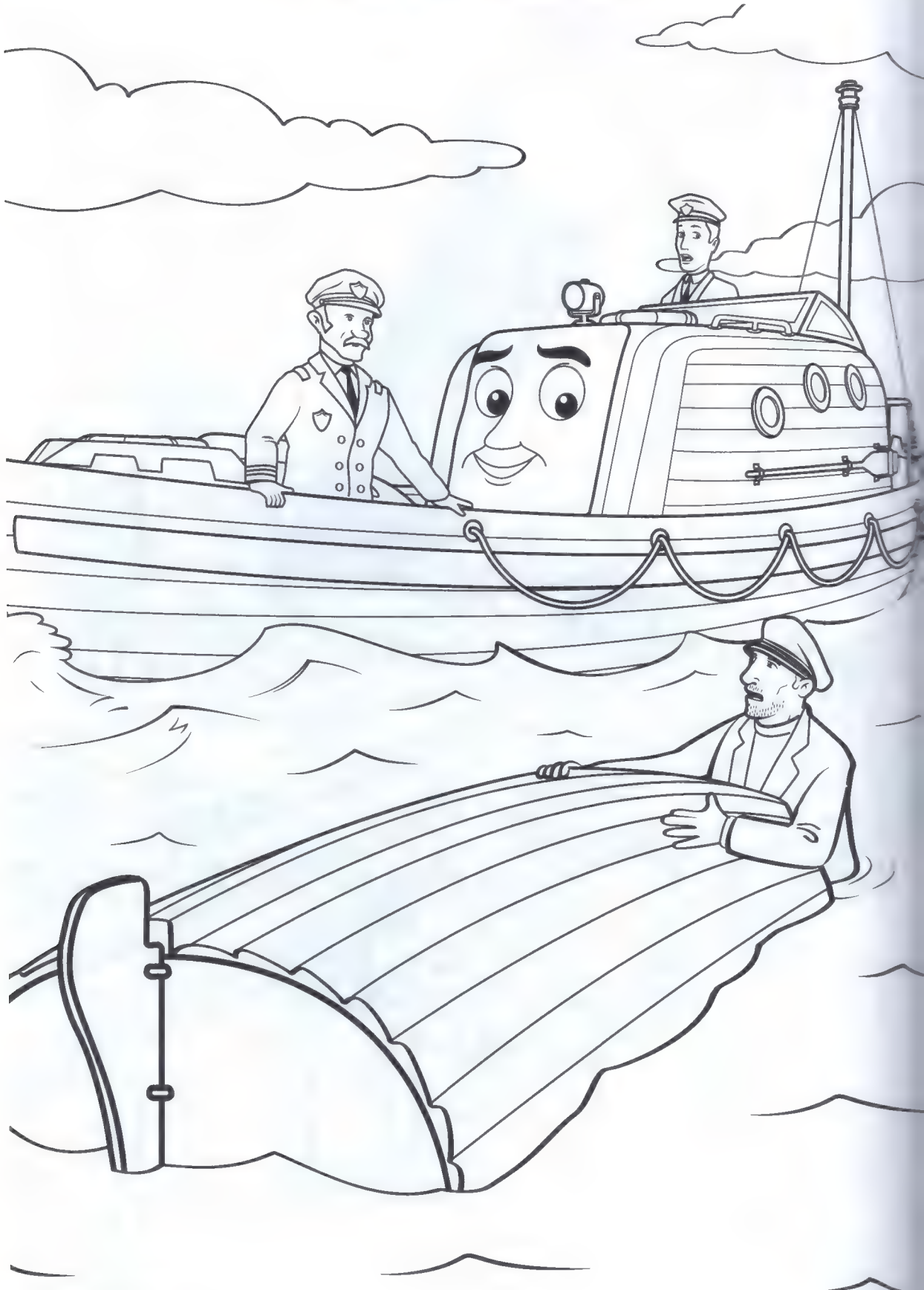


Your Answer

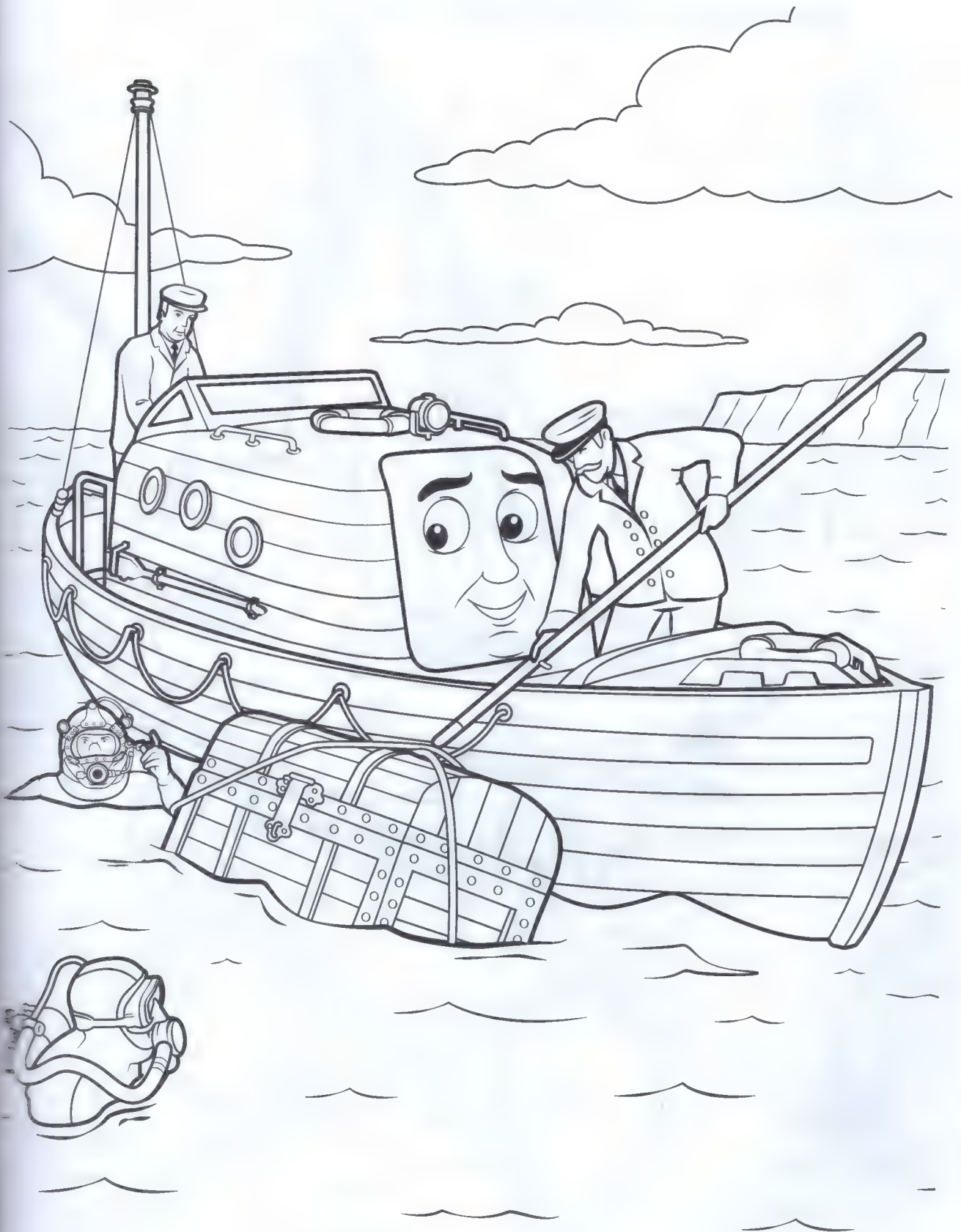
Thomas goes so fast he can't stop.
He falls into the sea! He is rescued.



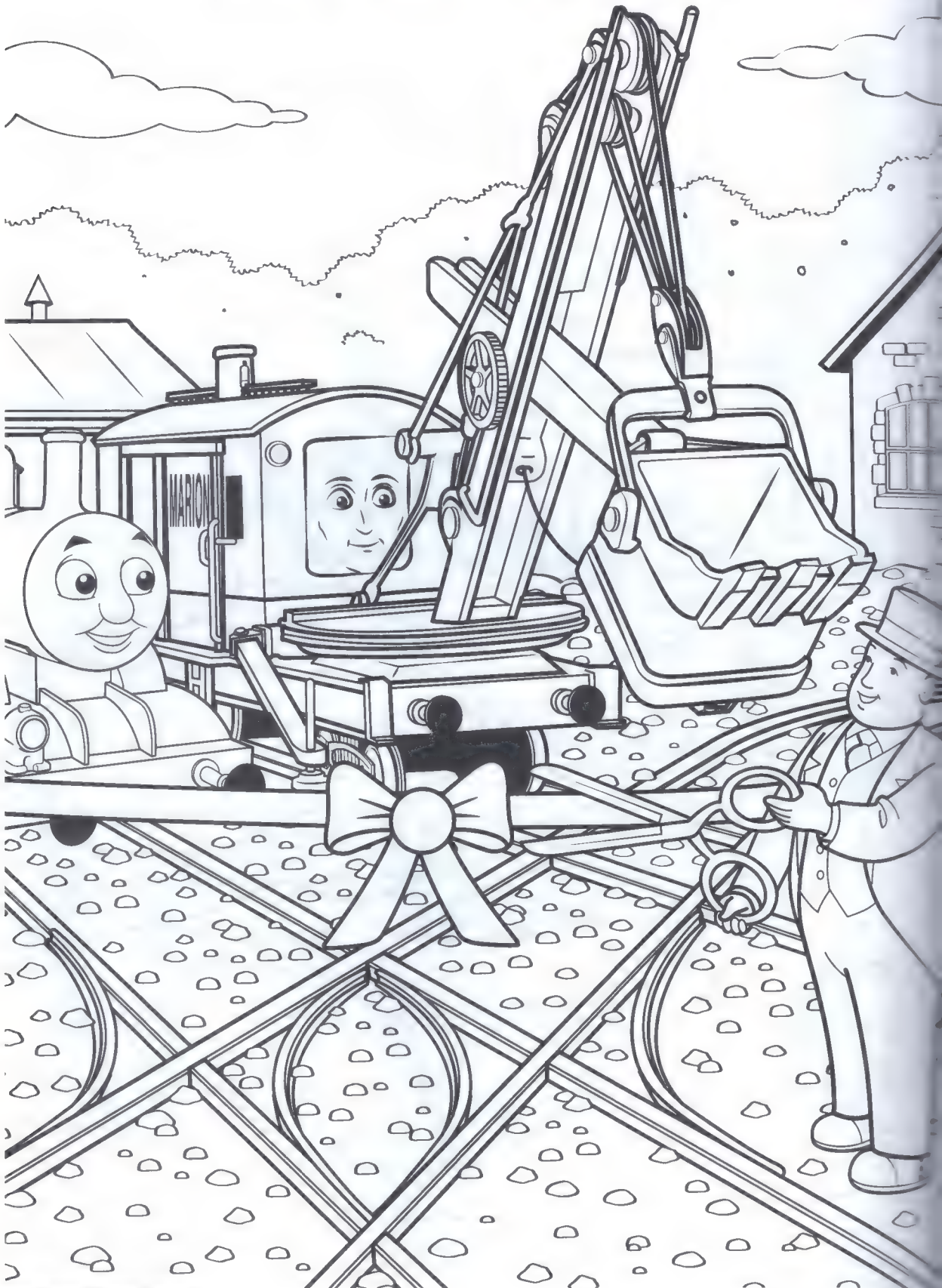
Sailor John falls into the sea, too.
Finally, he is captured!



The treasure is saved!



Sir Topham Hatt thanks Thomas. Sometimes being as fast as a blue streak is Really Useful! The new Branch Line opens at last! The treasure is saved!



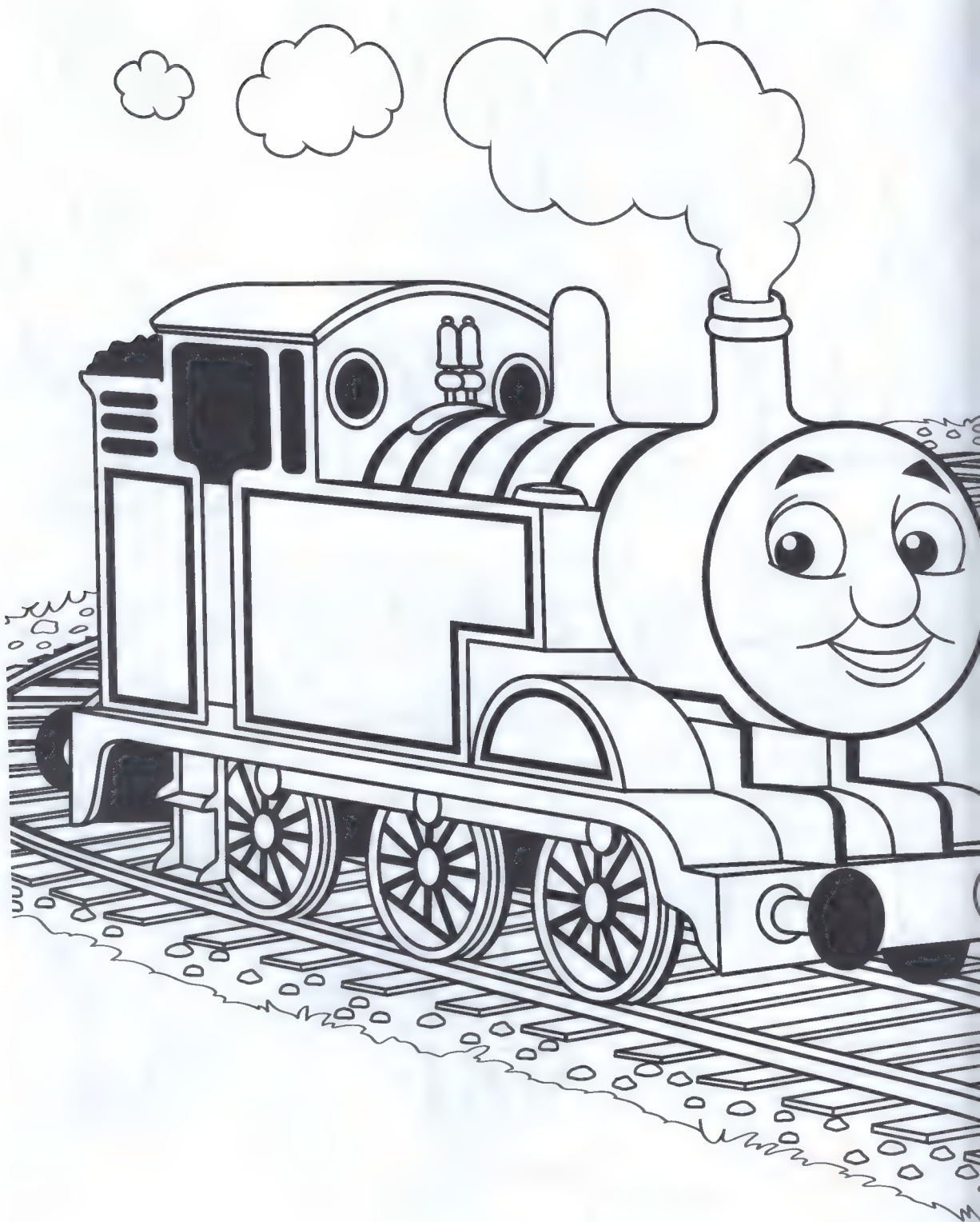
Which Sir Topham Hatt is different?



Your
Answer

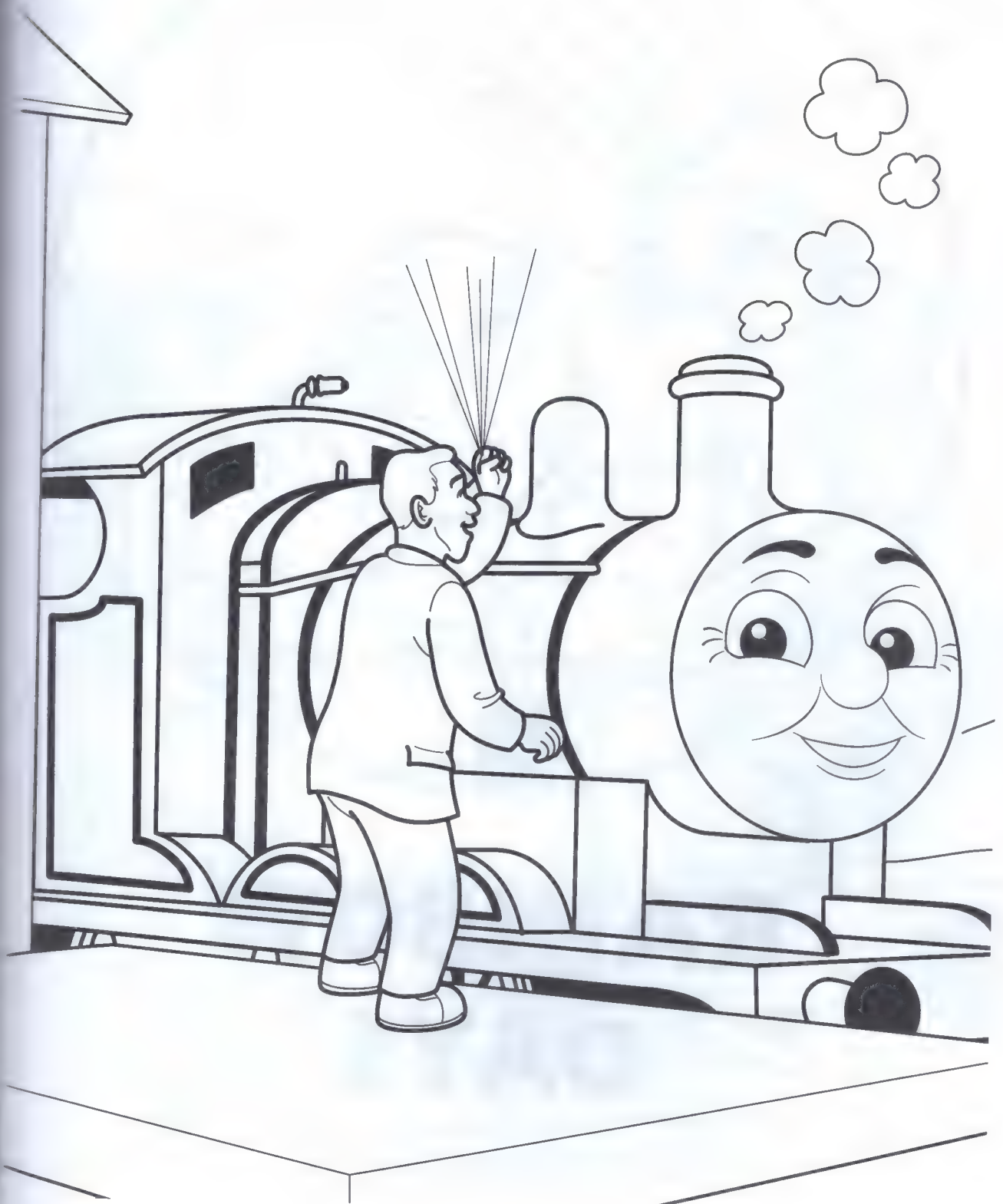
Answer:E

**Draw a big number 1
on Thomas' side.**



James loves balloons.

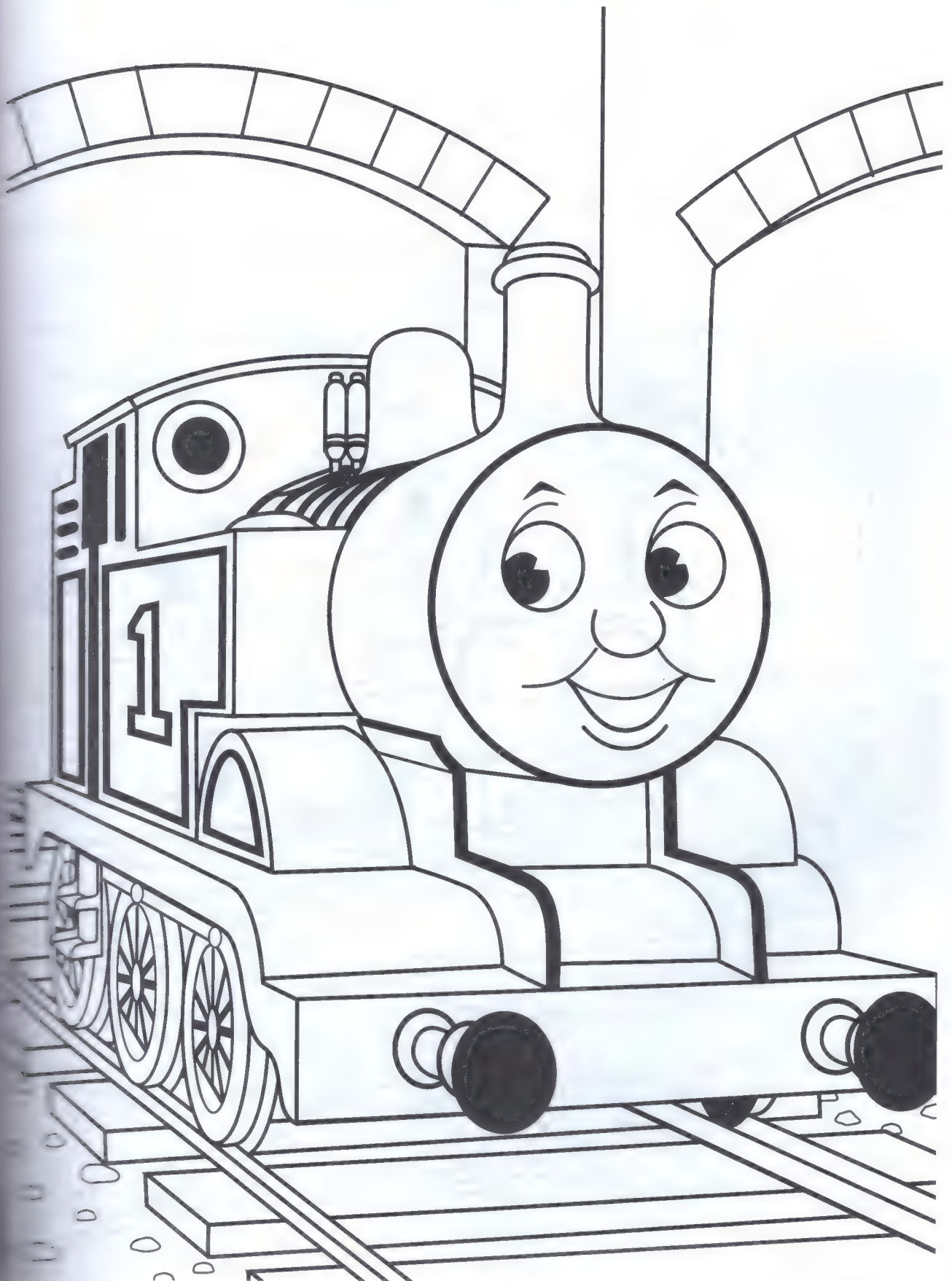
Draw a bunch of balloons for him.



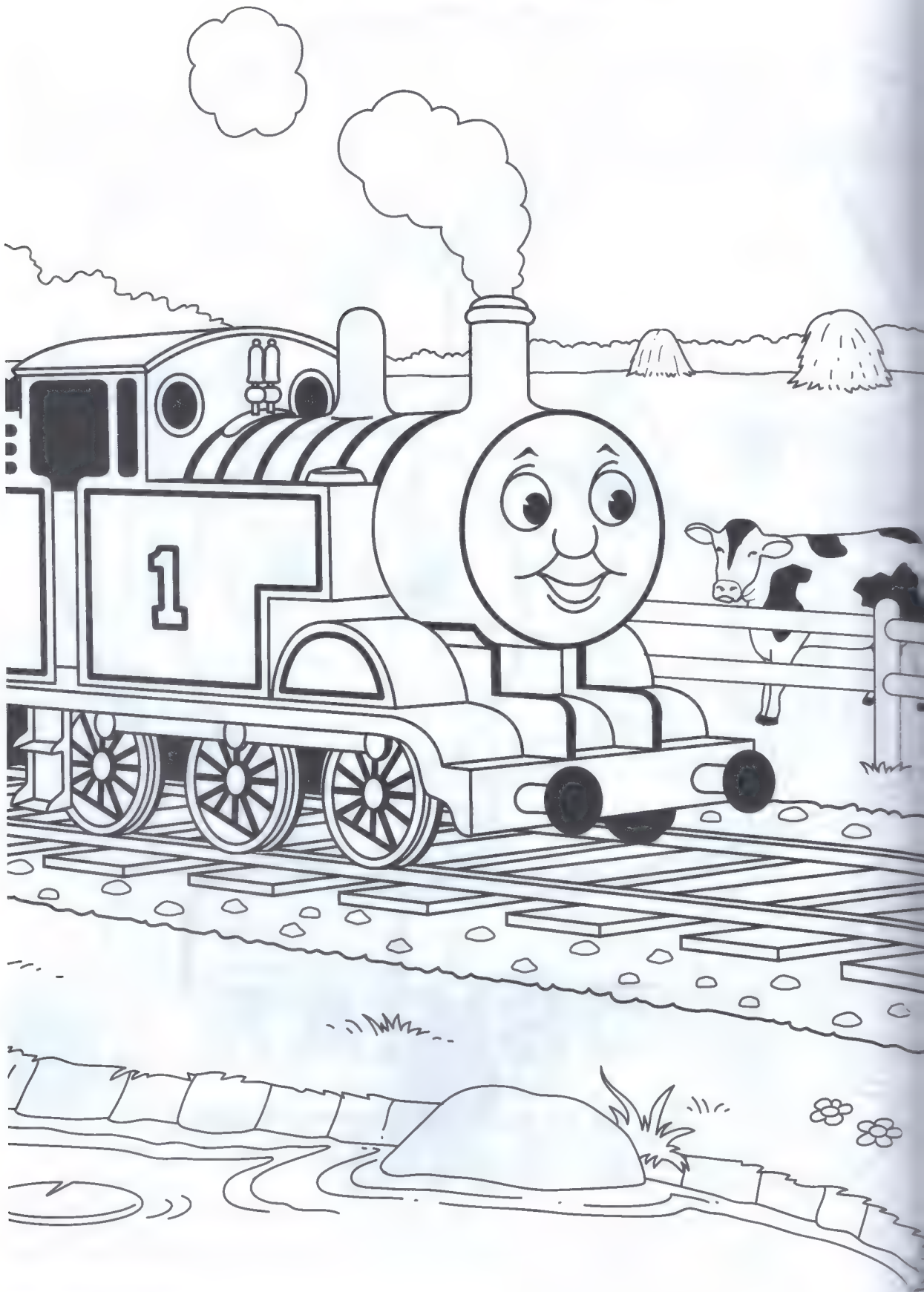


RAINBOW DAYS

Thomas is a Really Useful Engine.

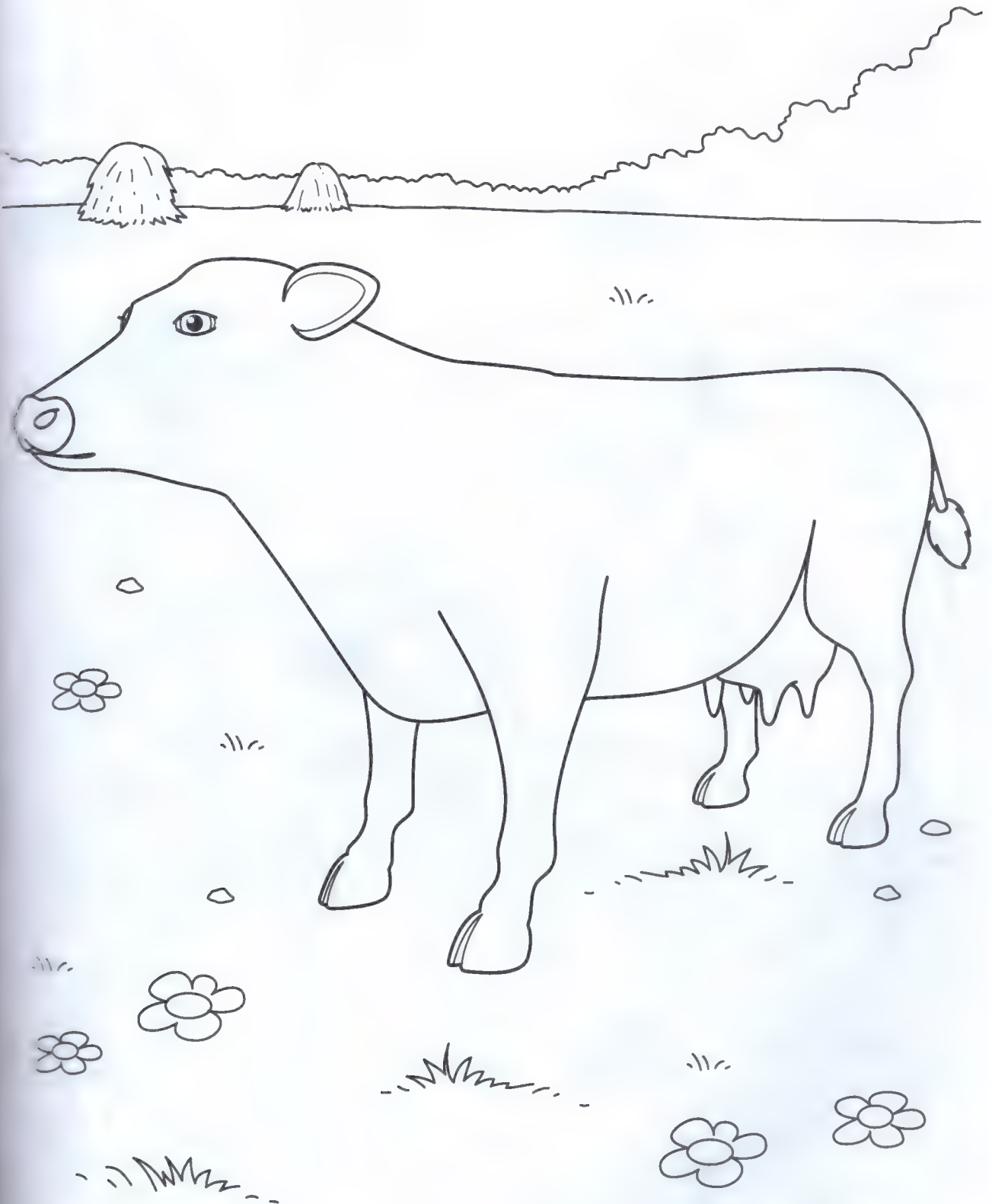


Some days Thomas likes to go fast.
He streaks by the pasture.



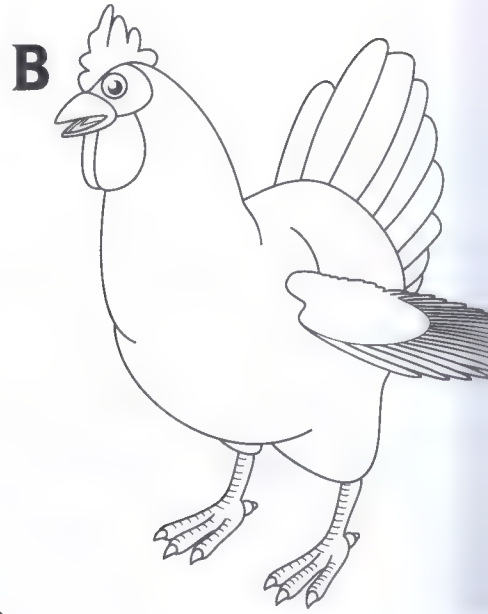
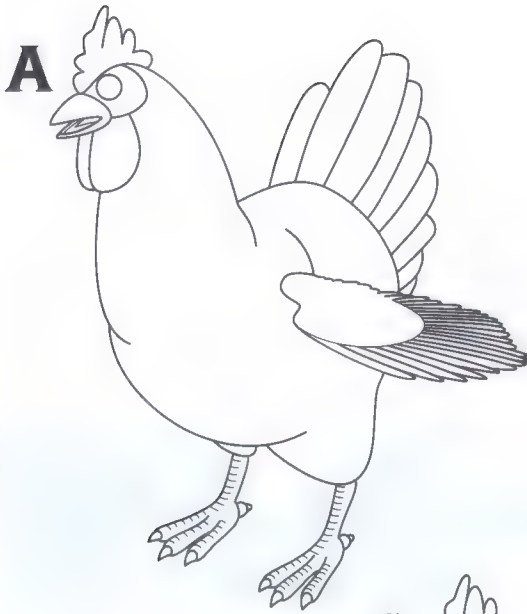
Mooooo!

Give the friendly cow 8 spots.

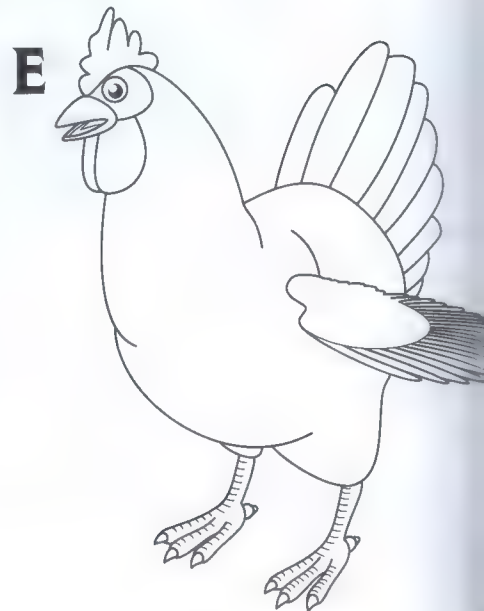
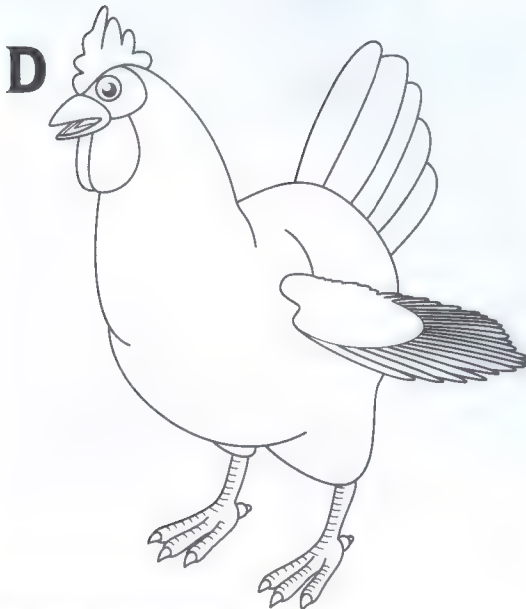
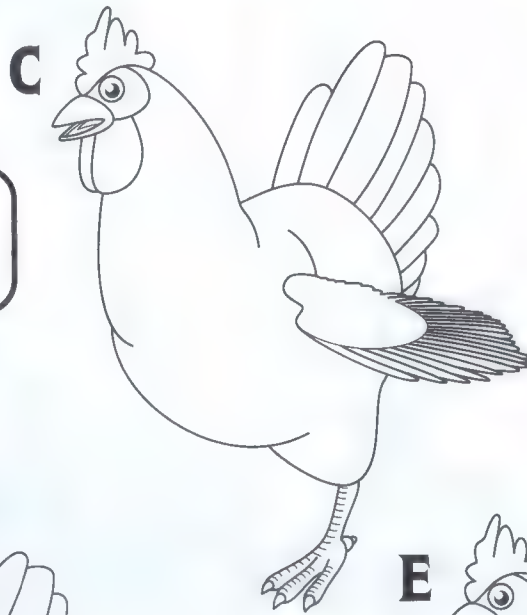


Matching Pairs

Which two roosters are the same?



Your Answers

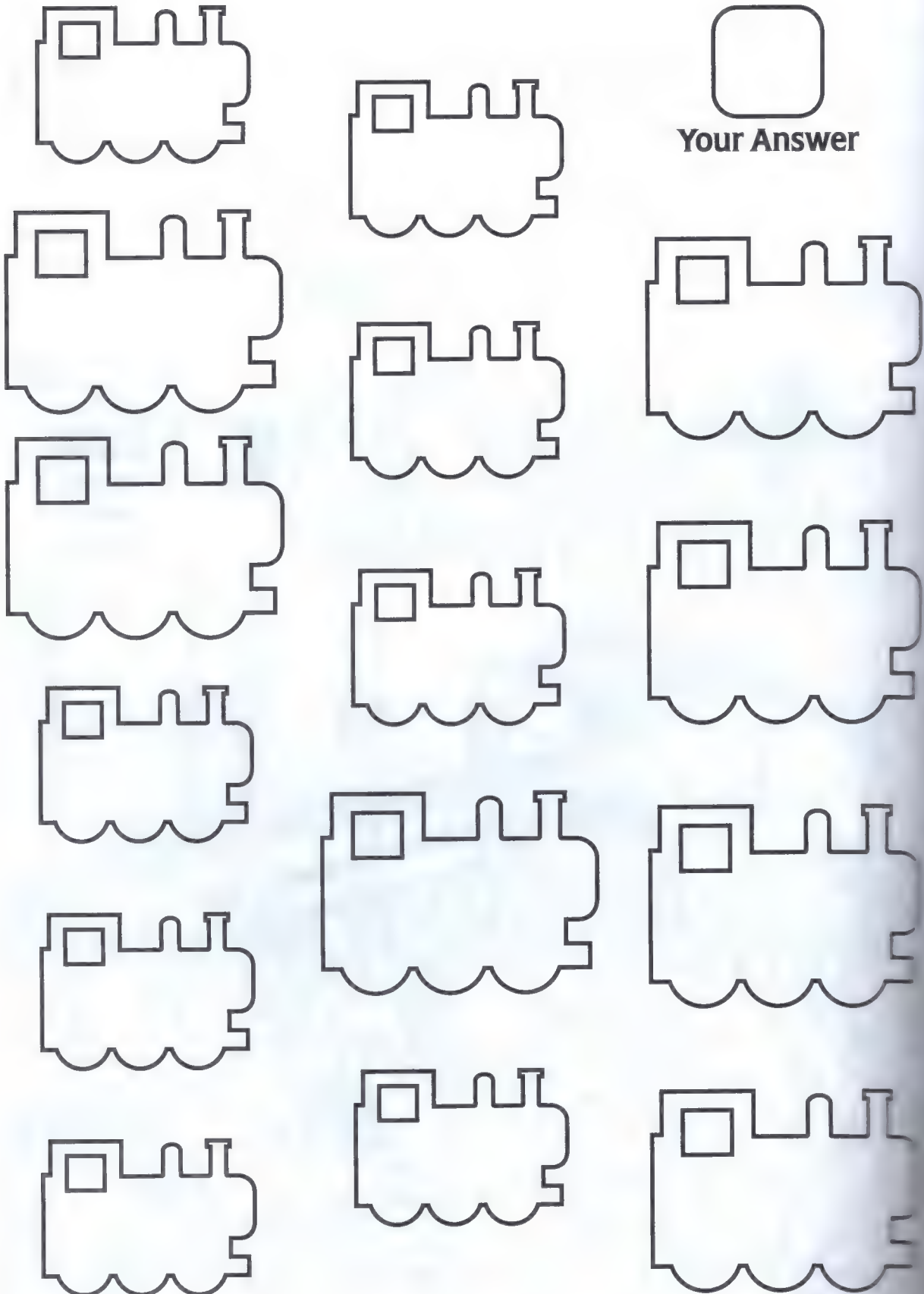


He puffs quickly past a scarecrow.

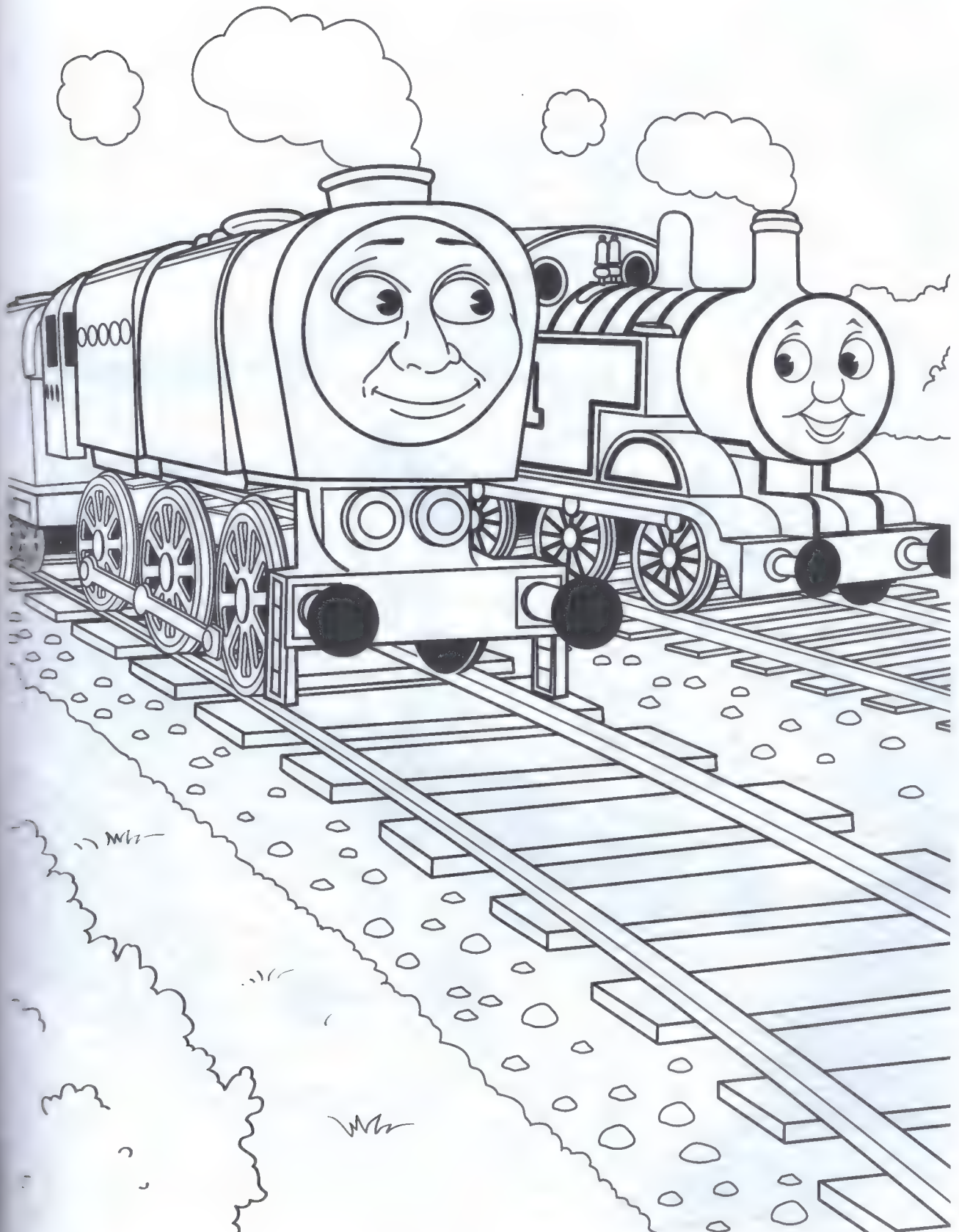


Count the train engines.

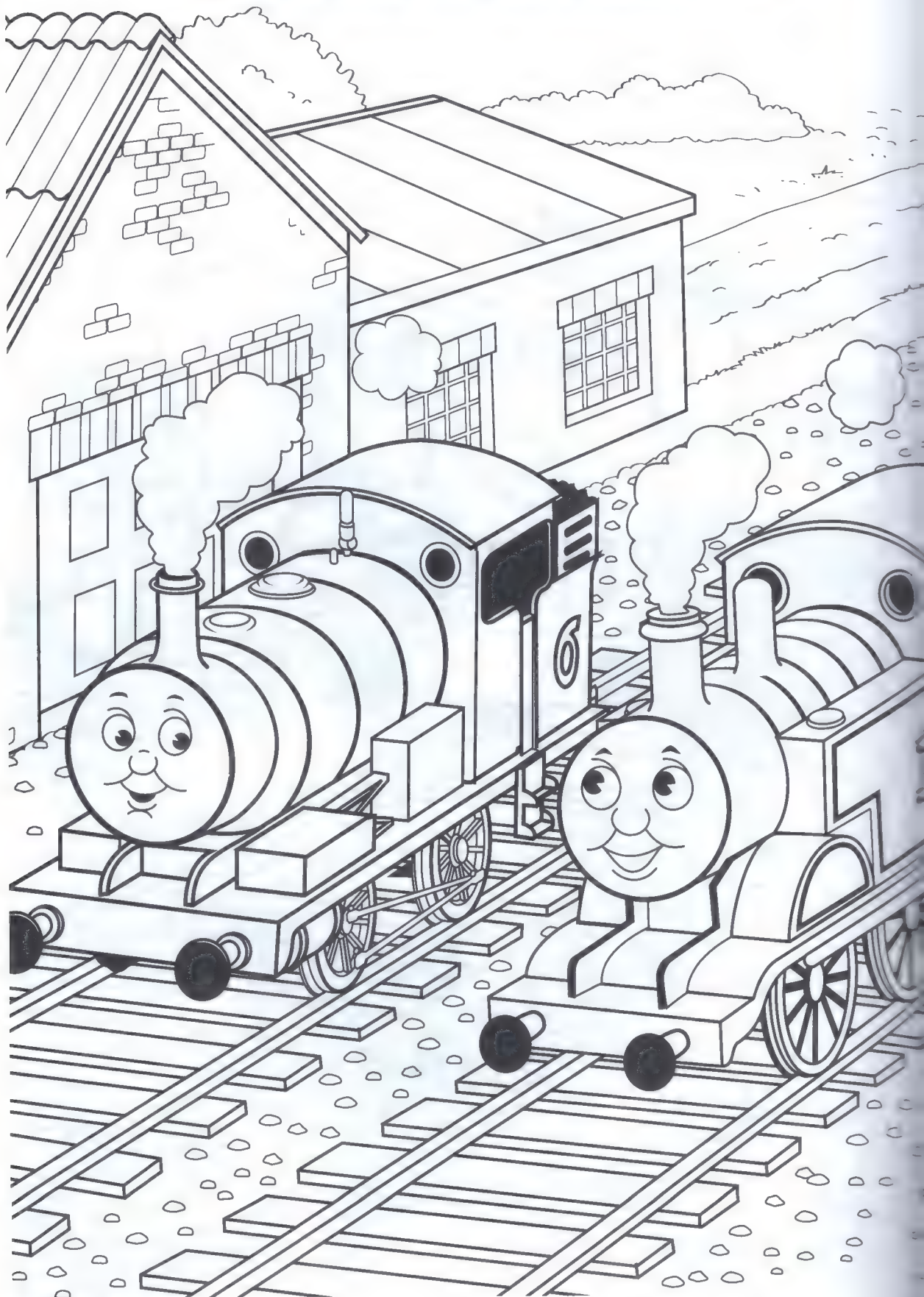
Color and count! How many do you see?



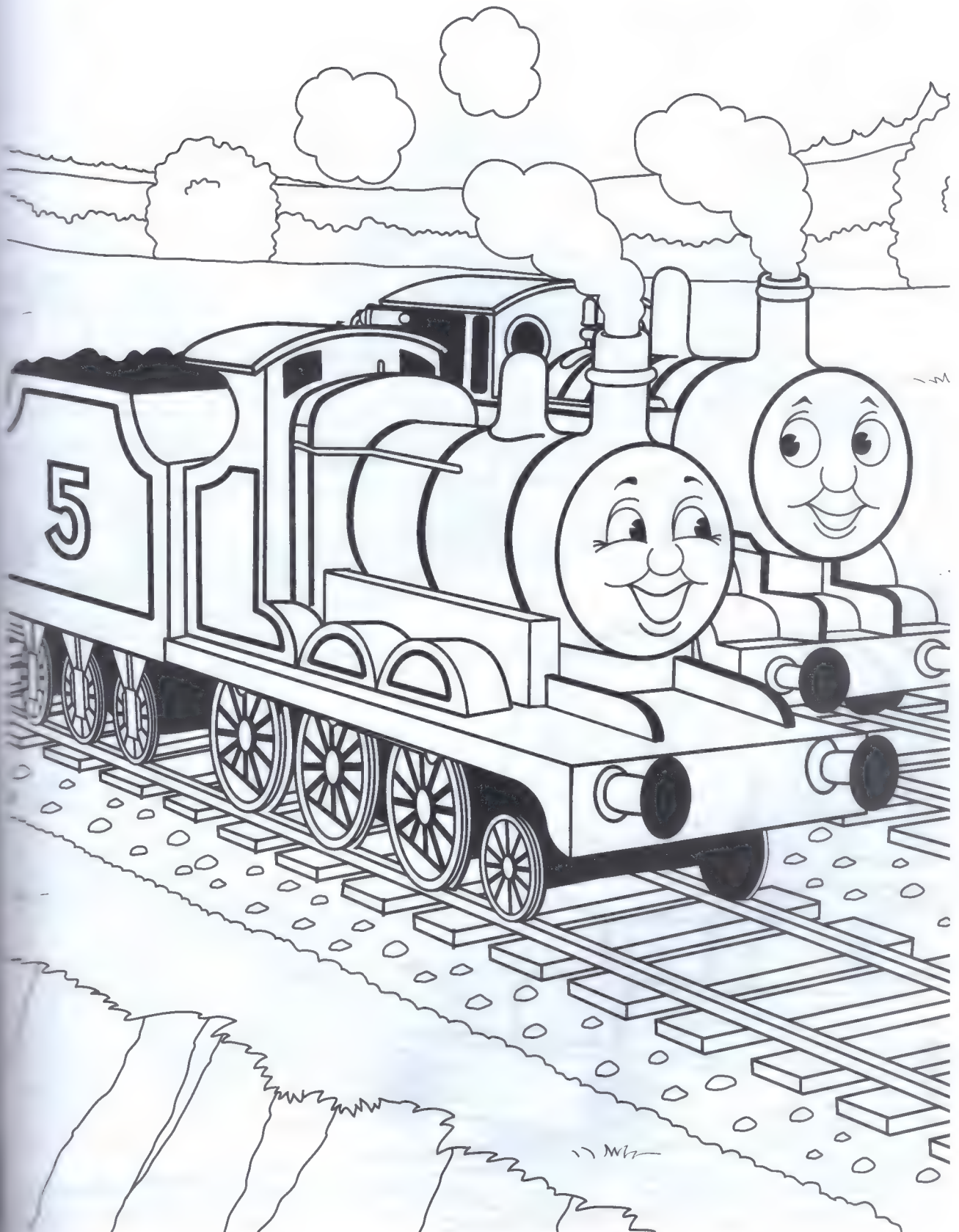
Thomas likes to race his engine friends.
"You're fast!" Neville tells Thomas.



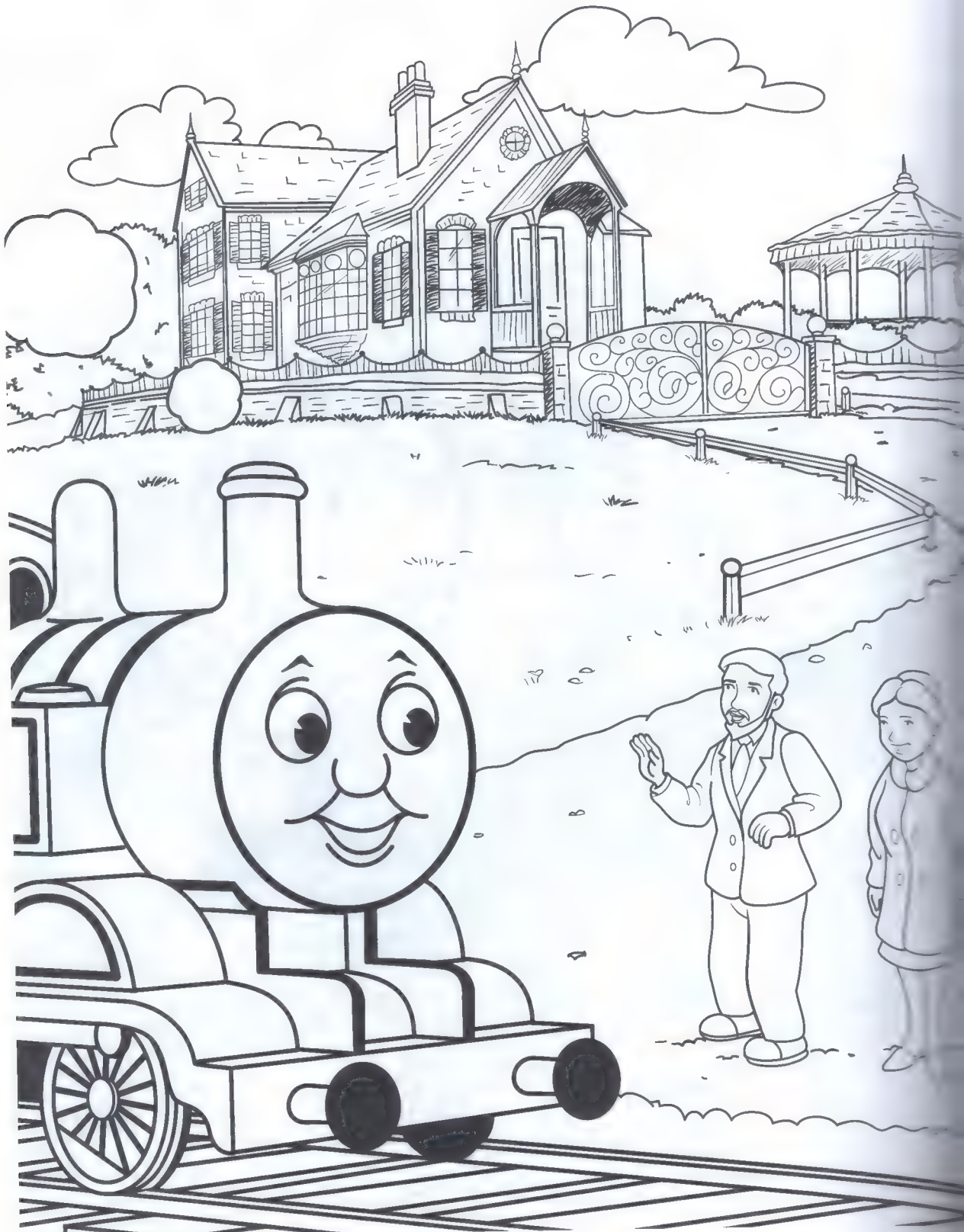
“You’re just a blue blur!” says Percy as Thomas passes him on the next track.



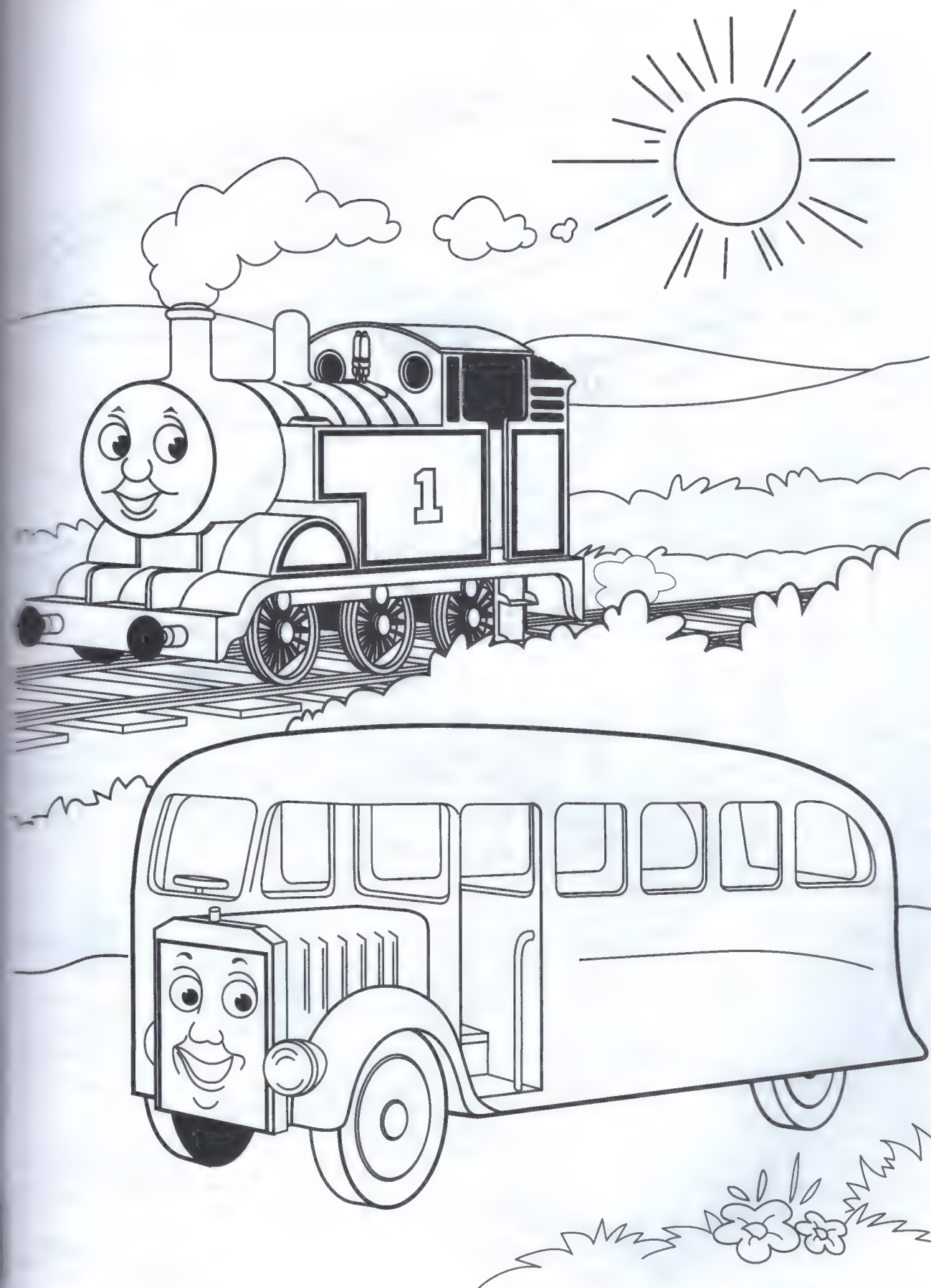
Thomas and James are almost head to head
as they hurry home to the Sheds.



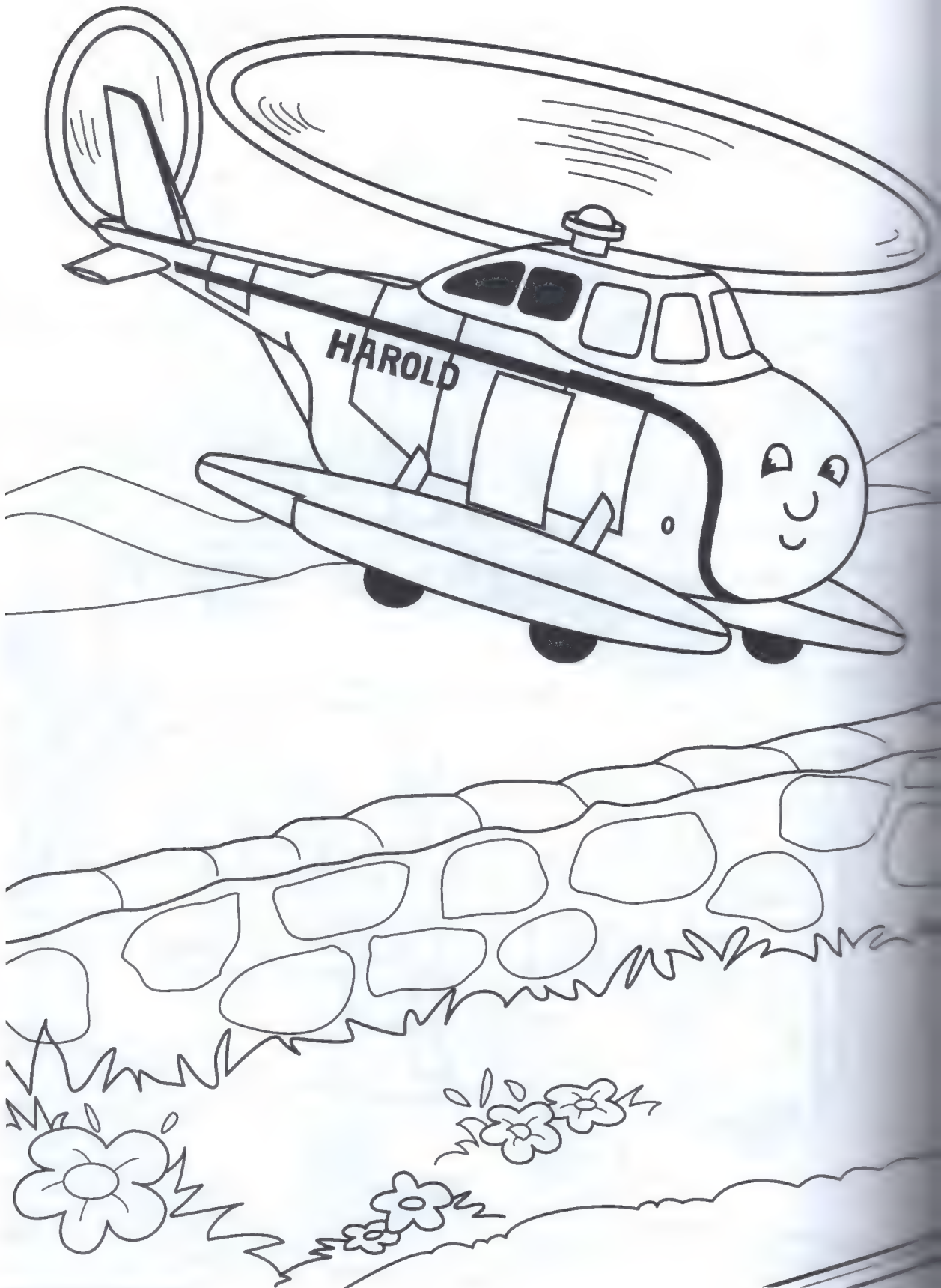
"A blue engine raced by earlier," the Duke and Duchess tell Thomas. "Was that you?"



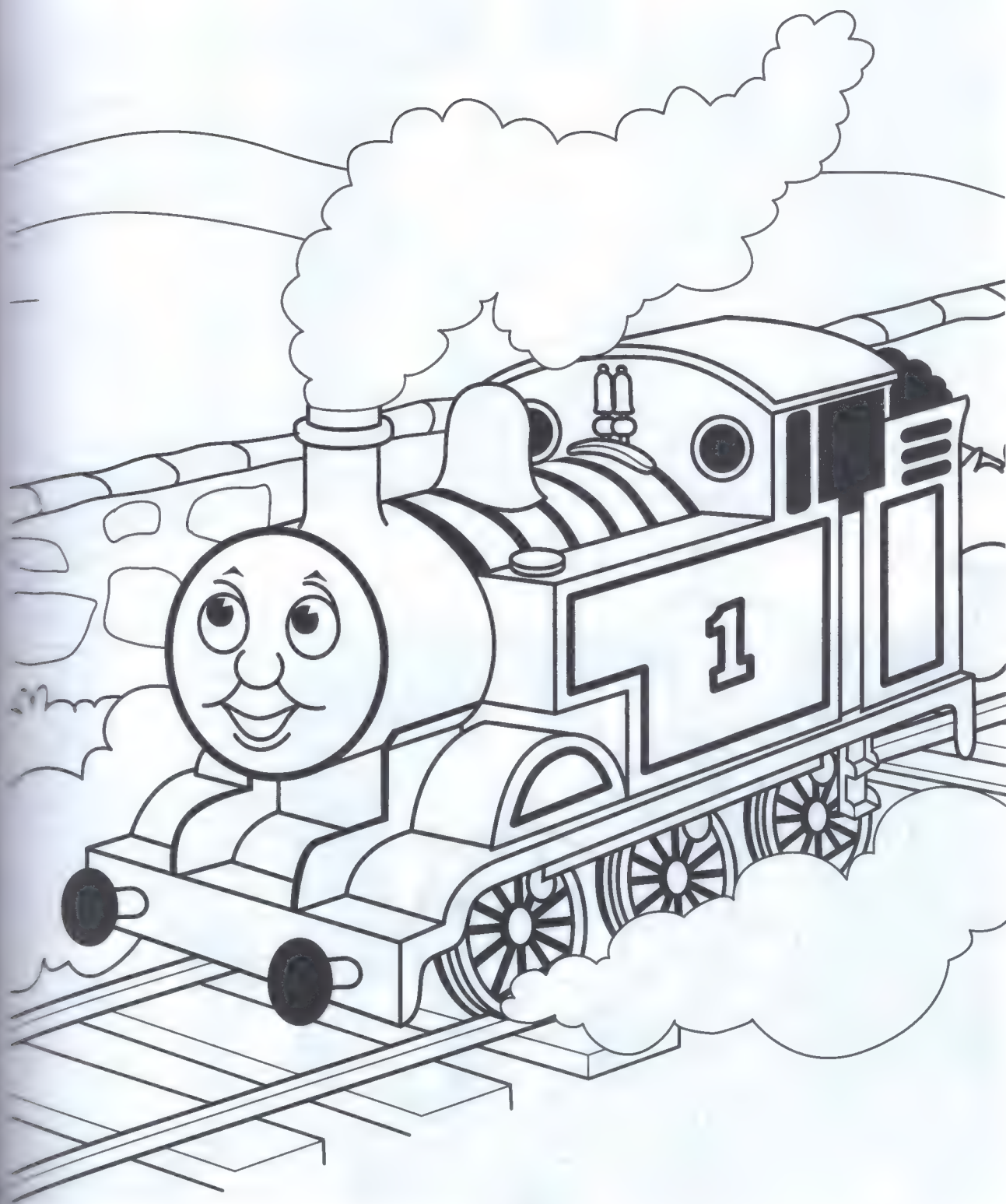
Thomas is on a blue streak! He races Bertie.



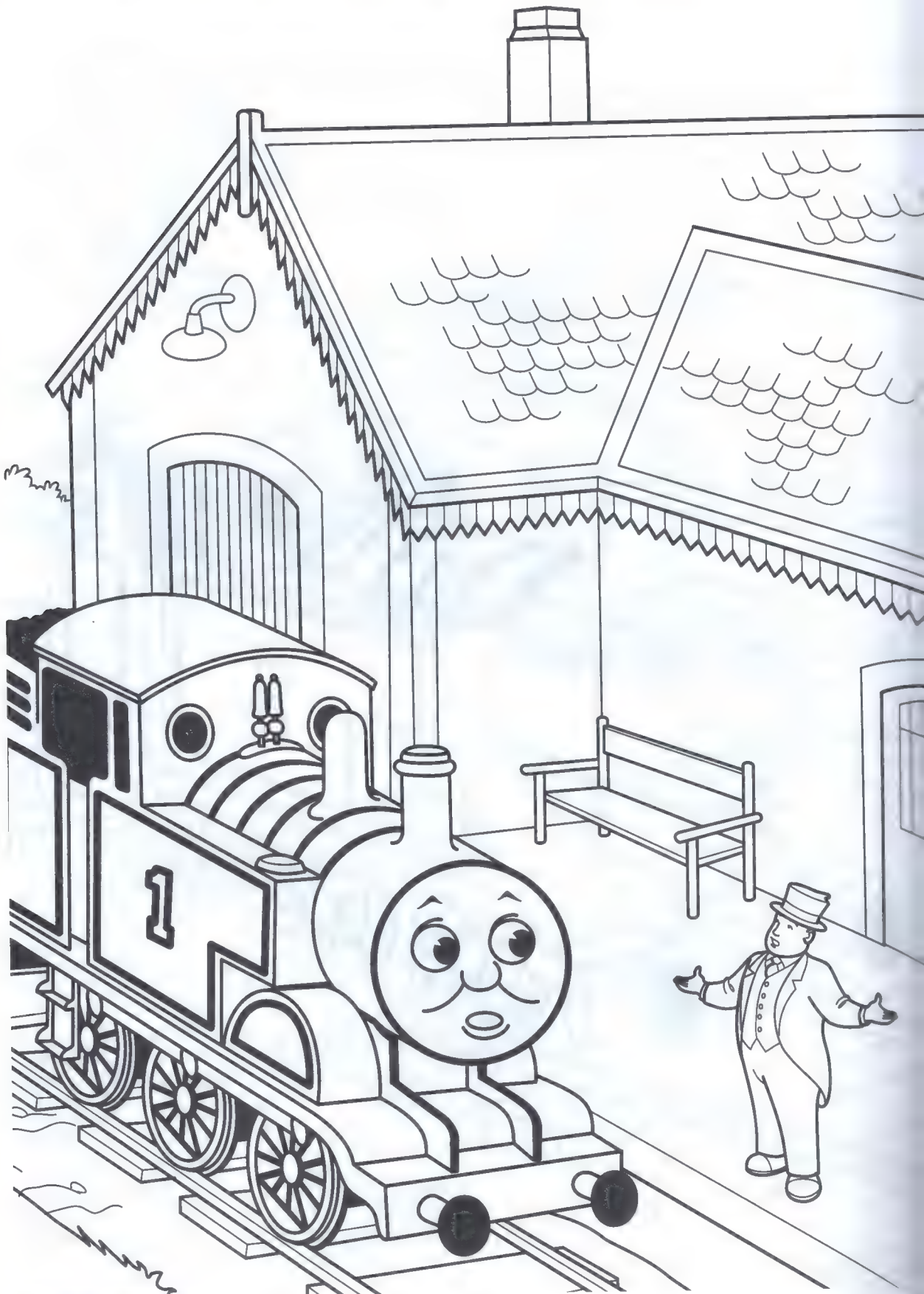
Thomas even tries to race with Harold!



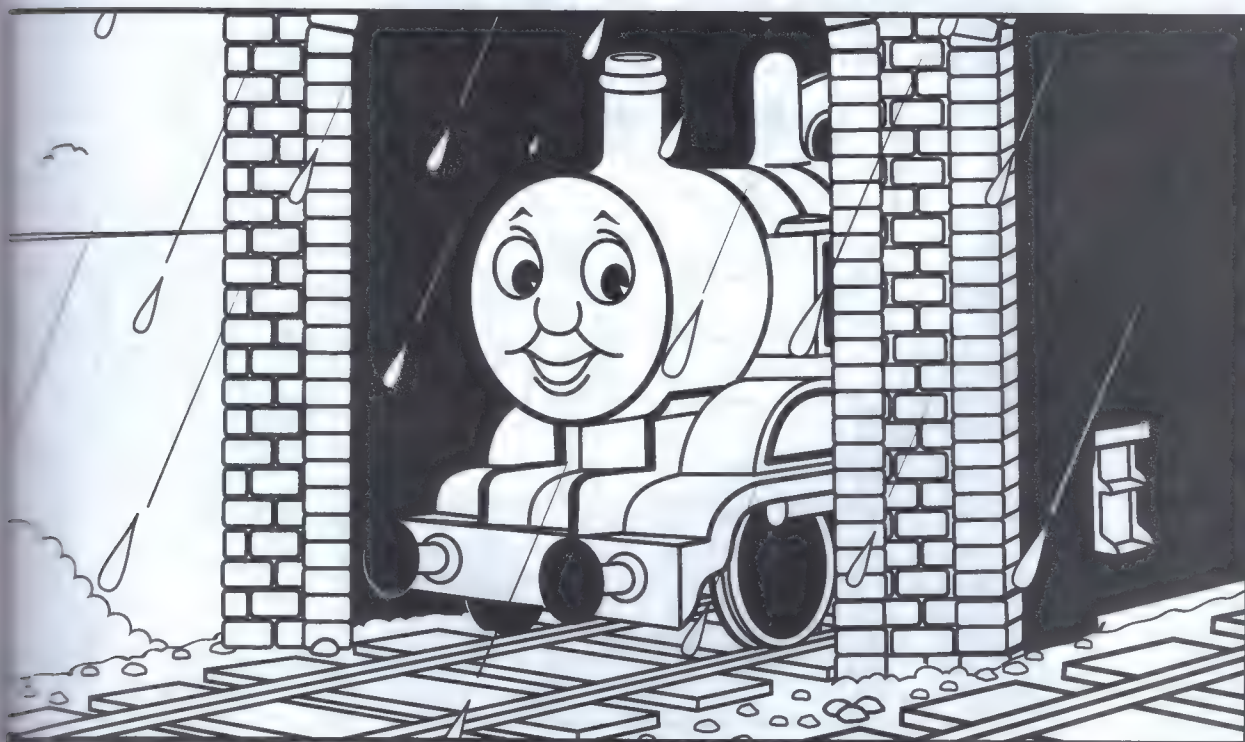
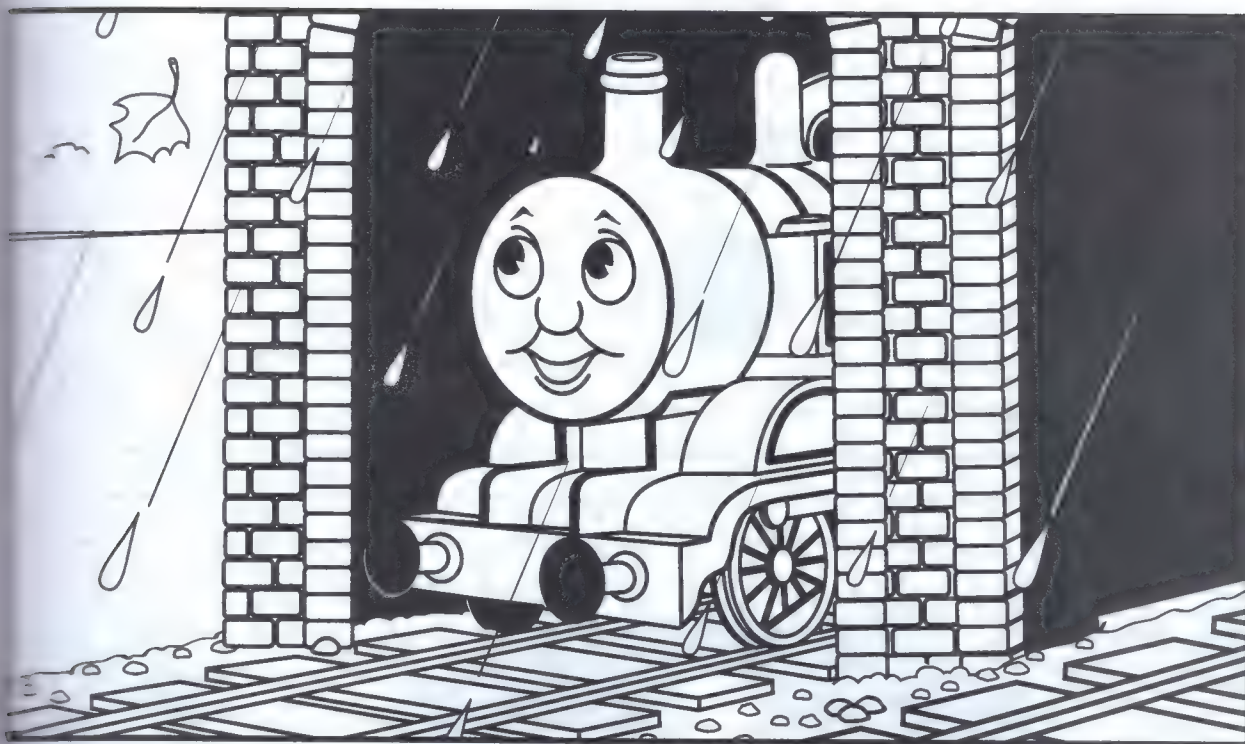
But Harold is a helicopter, and he's faster than fast!



Sir Topham Hatt is not happy that Thomas races all over Sodor. Thomas promises to slow down.

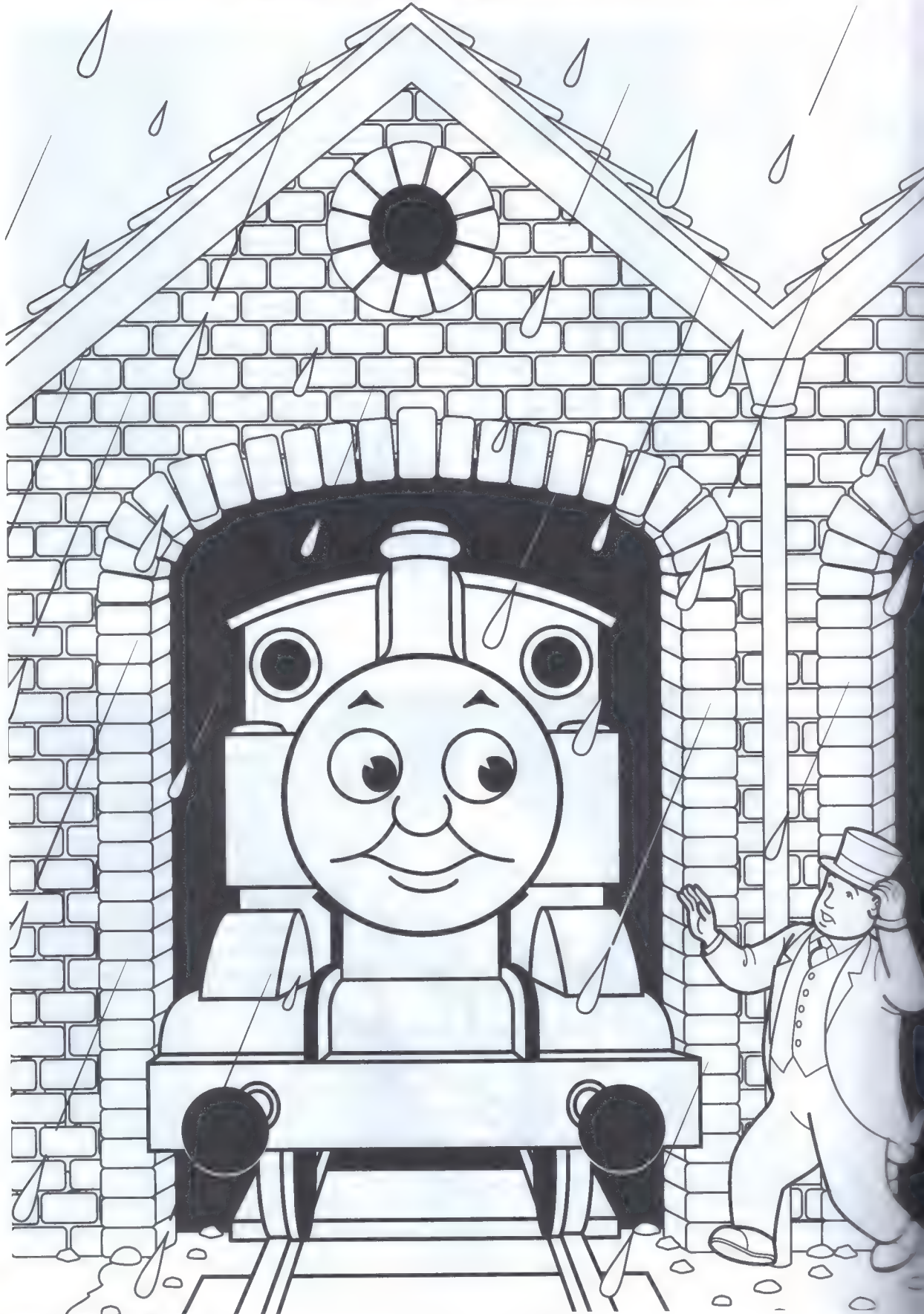


Circle the 5 differences.



Answers: eyes; leaf; bush; wheel blackened; wall bracket

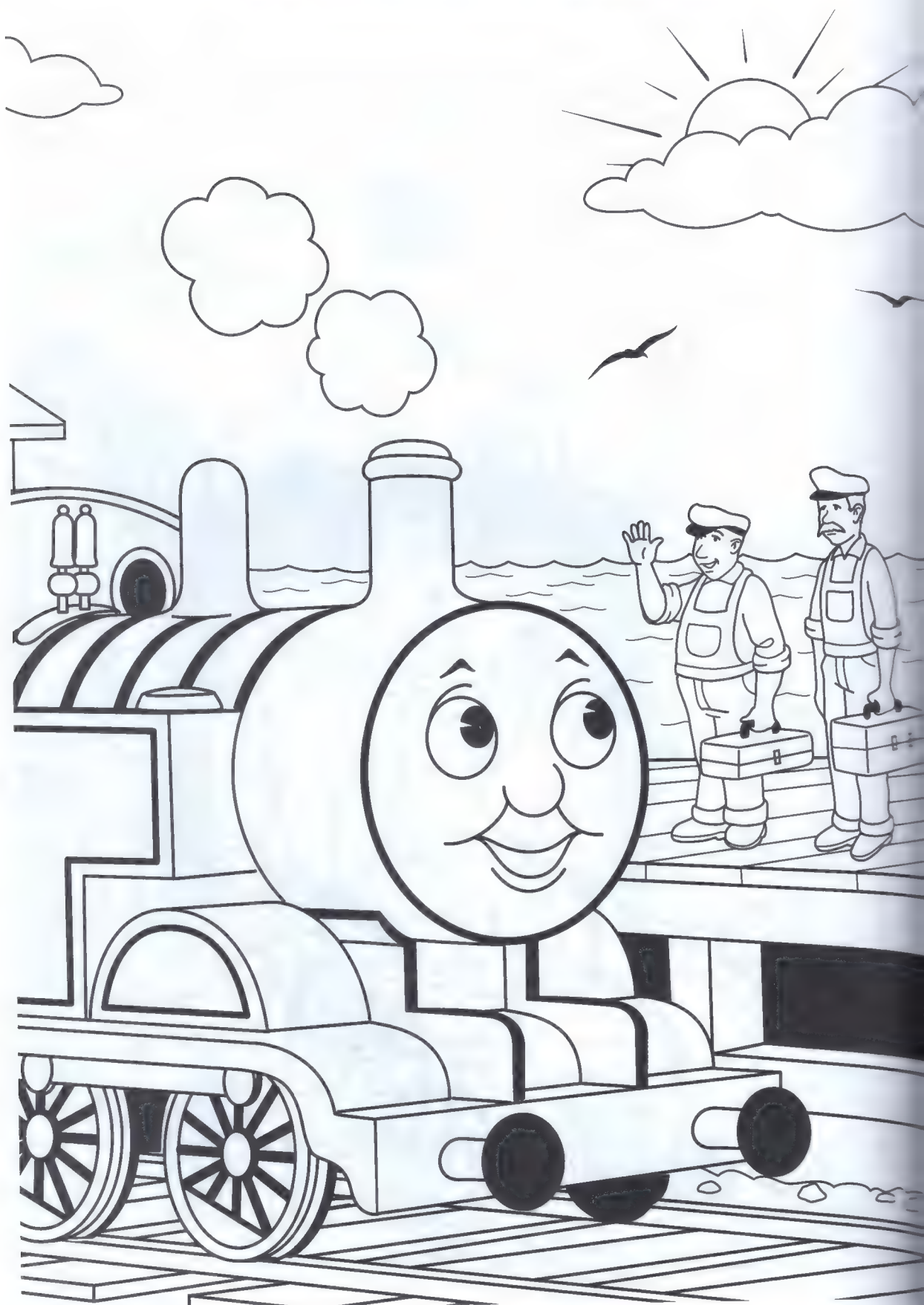
**Sir Topham Hatt says the telephone lines are down.
Thomas must pick up the repairmen.**



Thomas hurries to Brendam Docks.
He goes fast.



The rain stops as Thomas meets up with
the workers. Out comes the sun!



A Colorful Horizon

Draw the colorful Rainbow that Thomas sees.

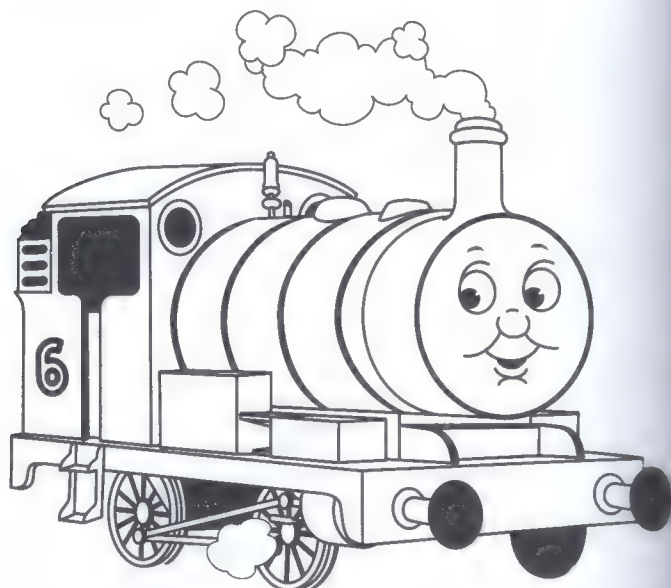


Shadow Match

Which shadow belongs to Percy?



Your Answer



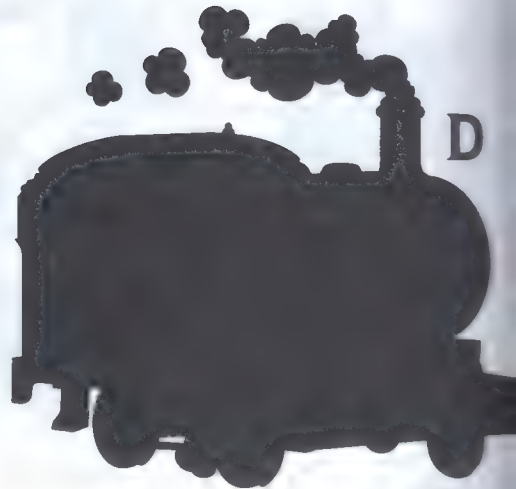
A



B

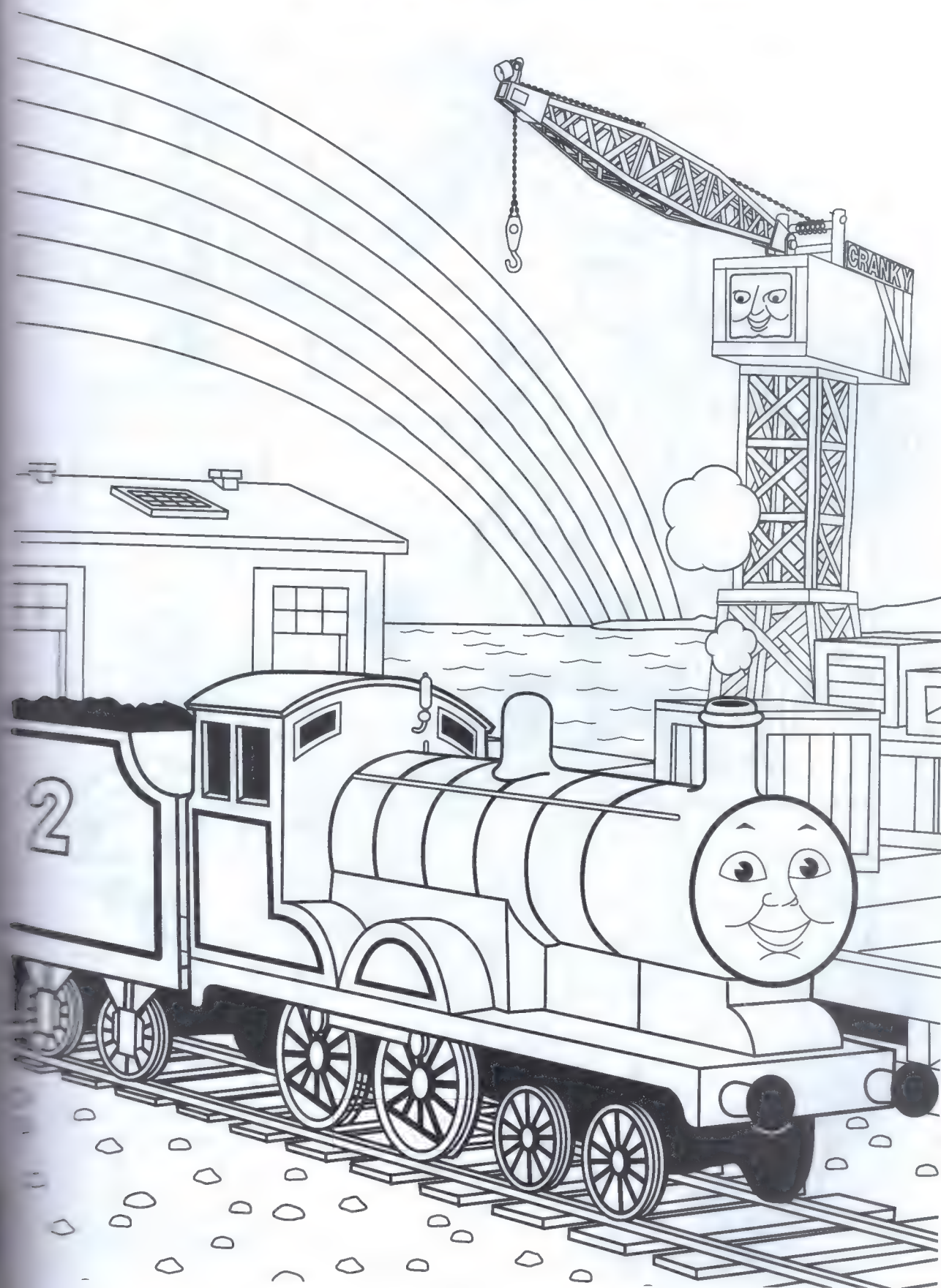


C

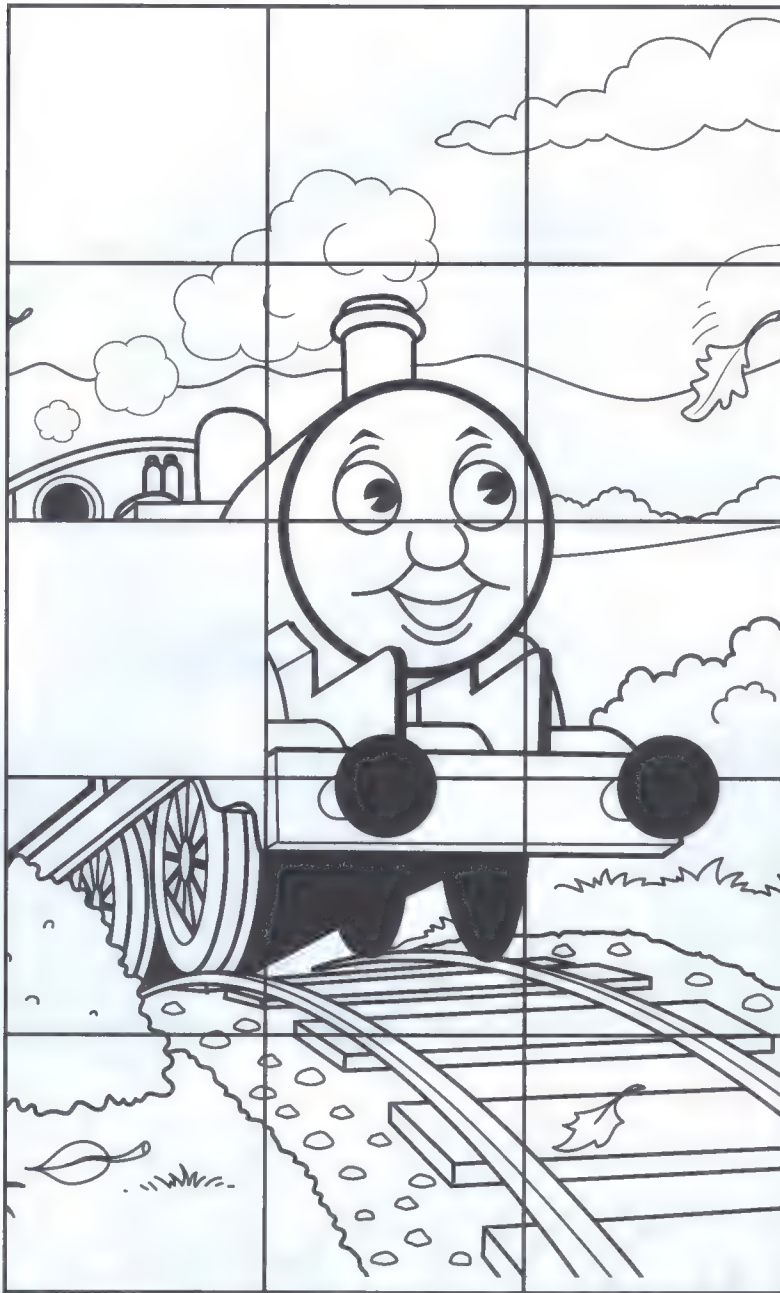


D

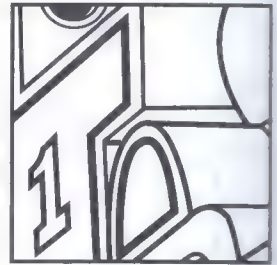
"That's a rainbow," puffs Edward. "I've heard there's something magical at the end of a rainbow."



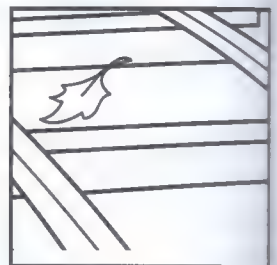
Which piece finishes the picture?



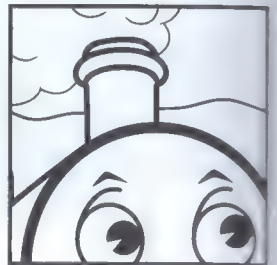
A



B



C



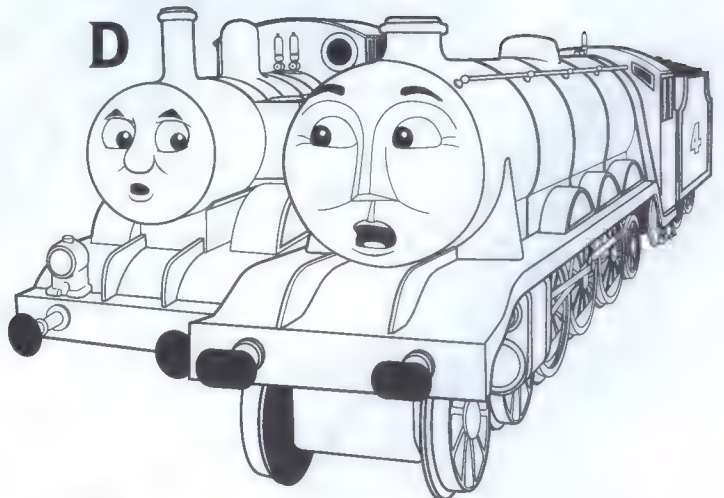
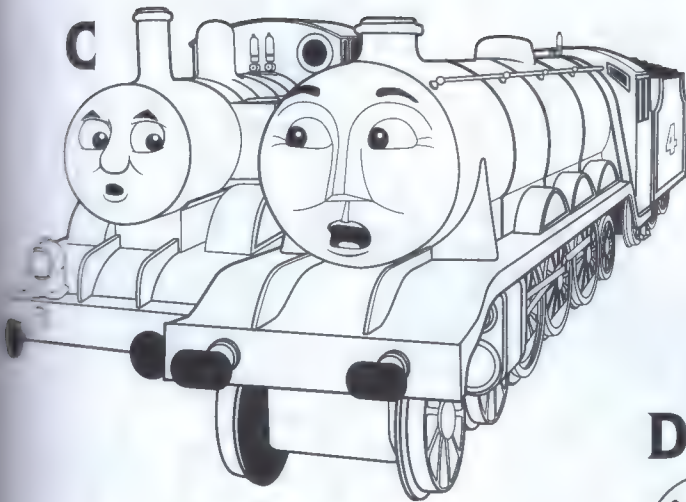
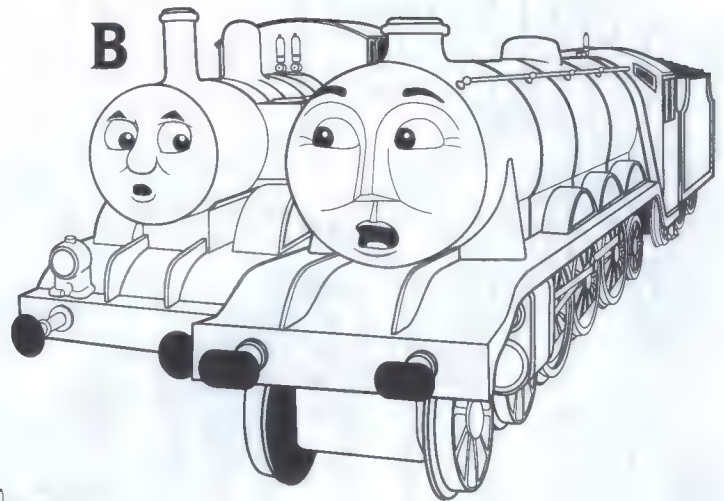
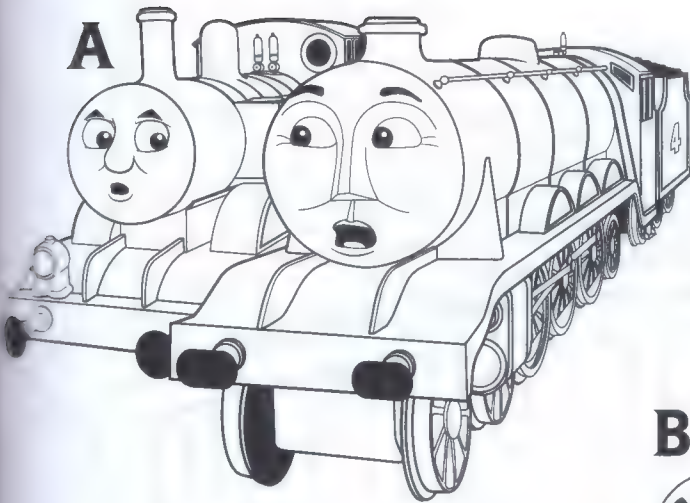
D



Your Answer

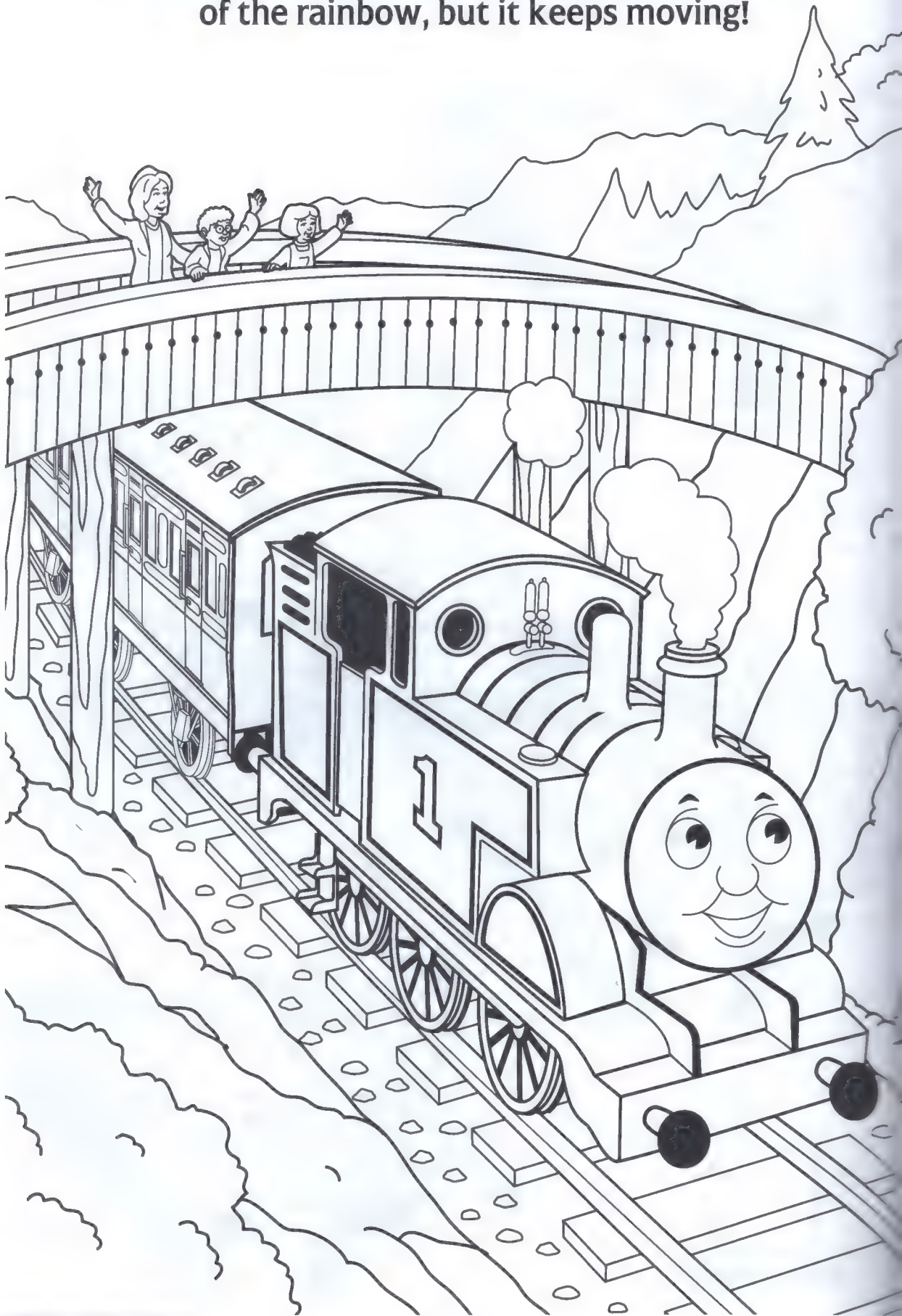
Spot the Difference

All are the same—except one.

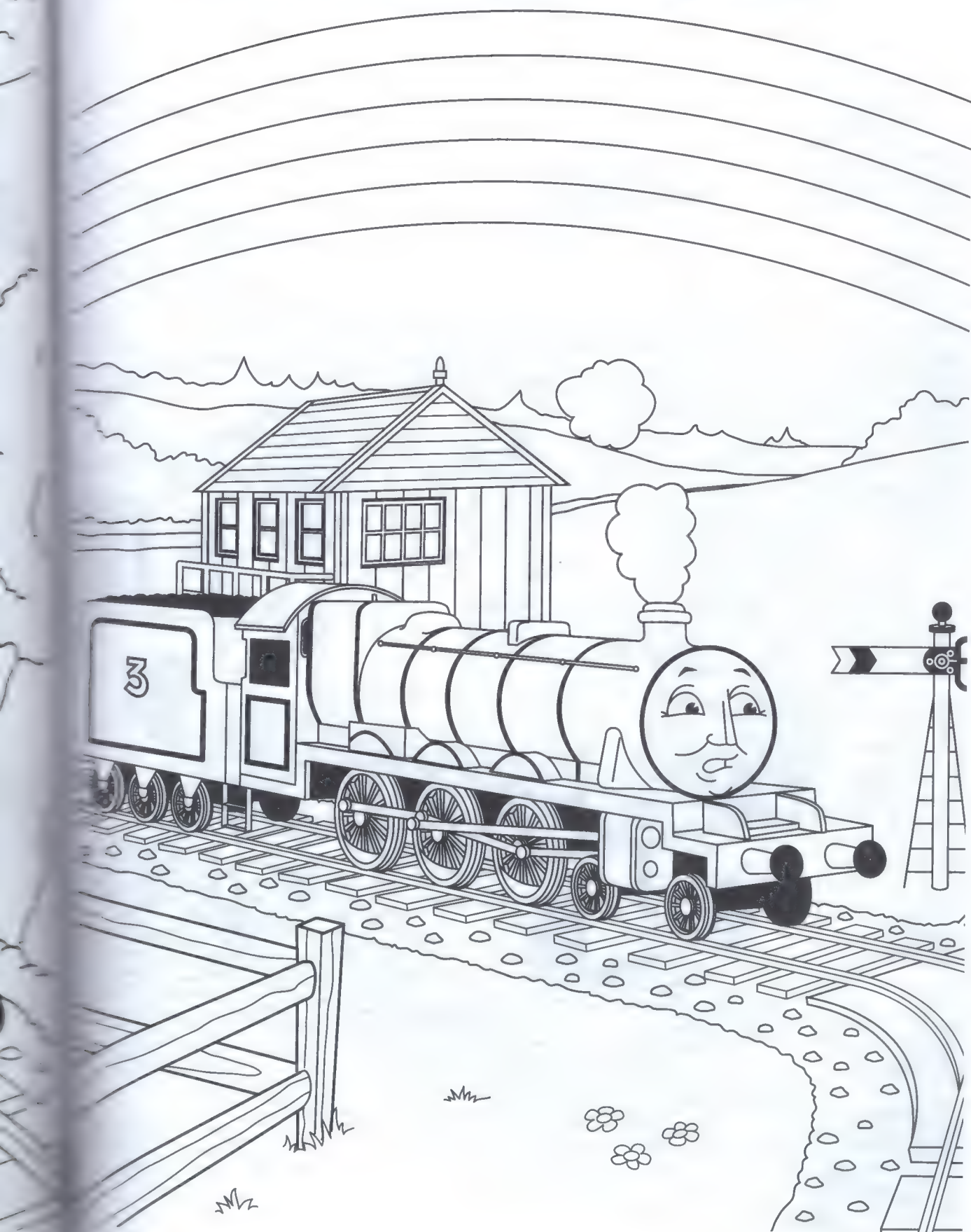


Your Answer

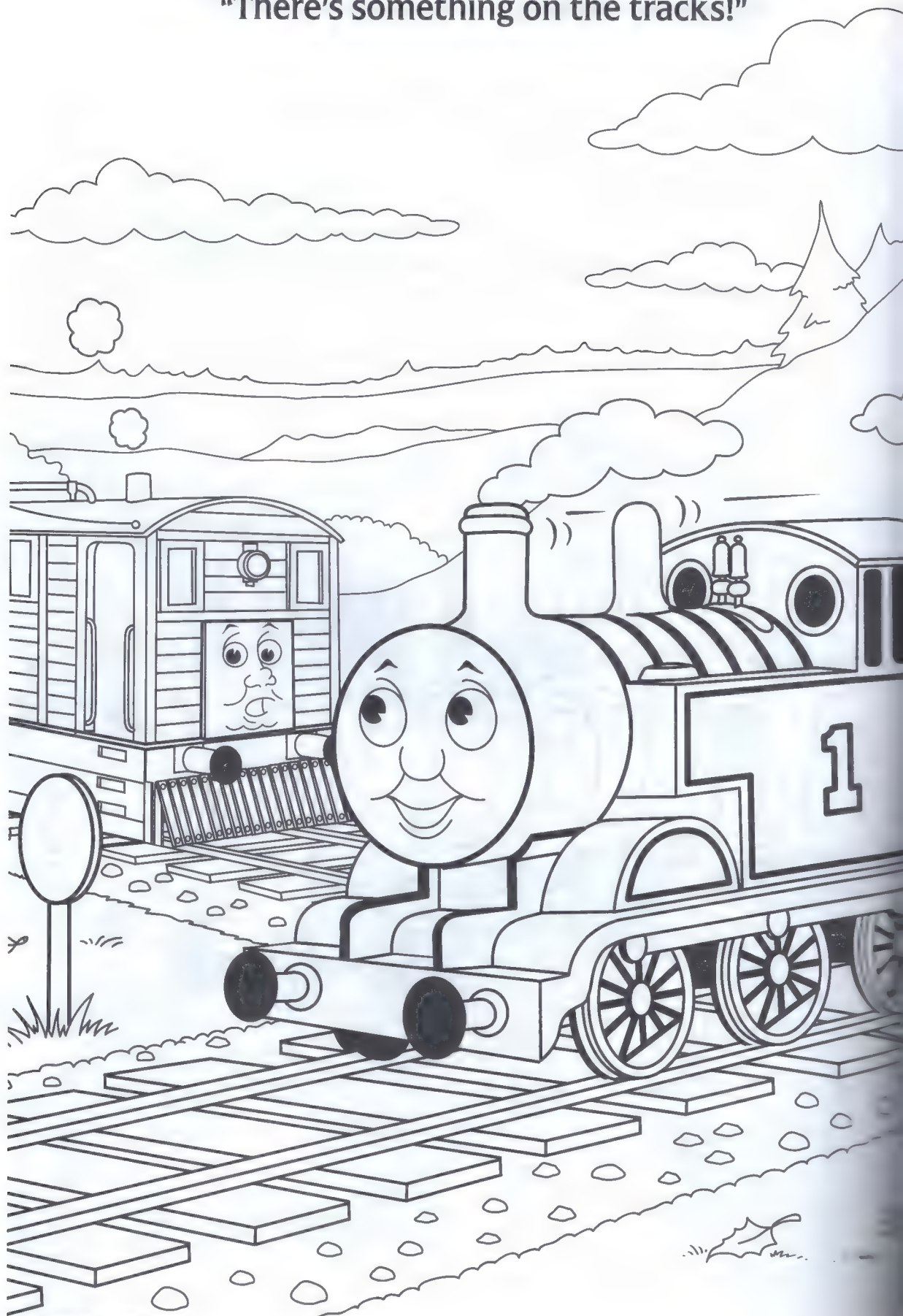
Thomas races along. He wants to find the end of the rainbow, but it keeps moving!



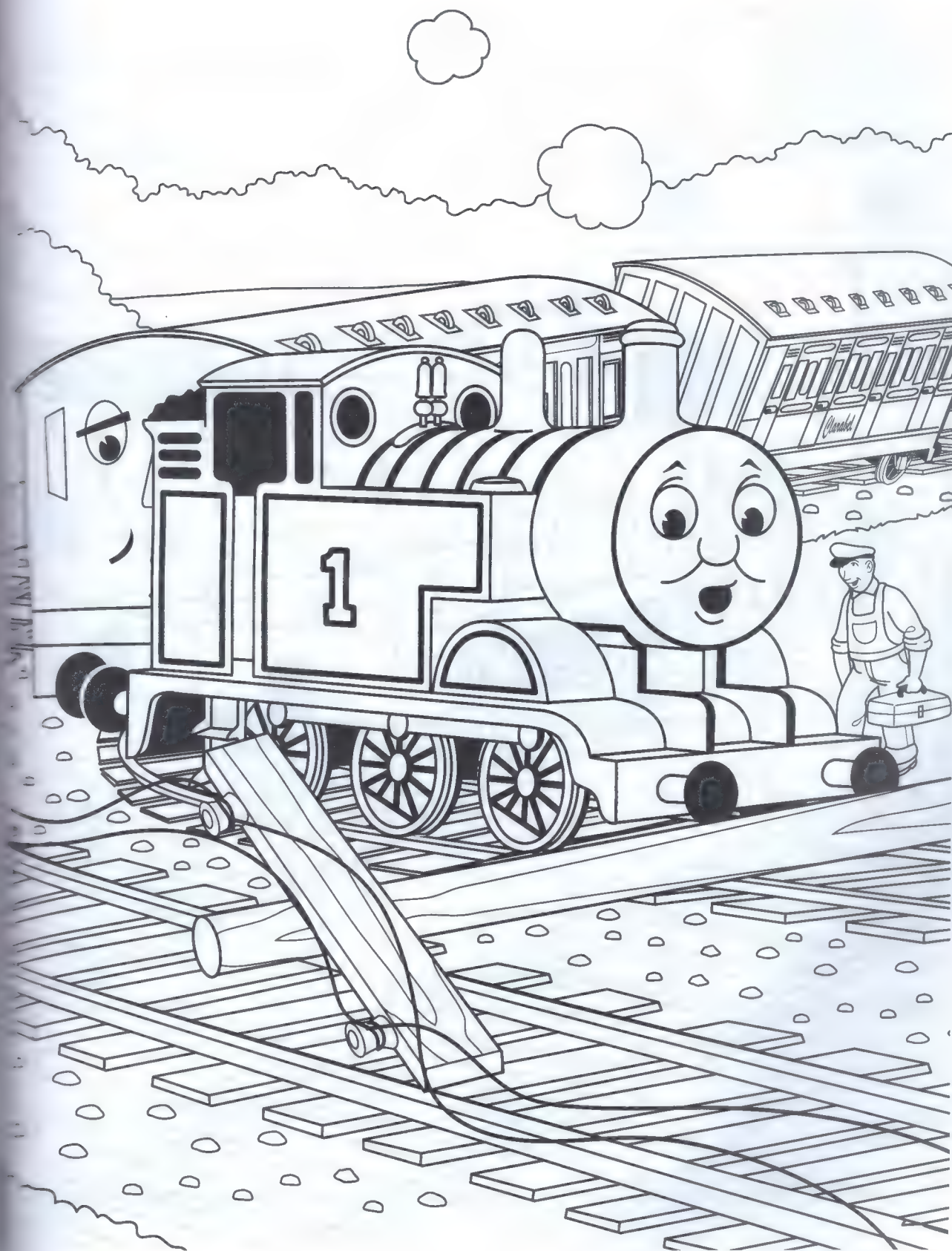
Thomas streaks past Henry at a signal.
He's gone before Henry can say hello!



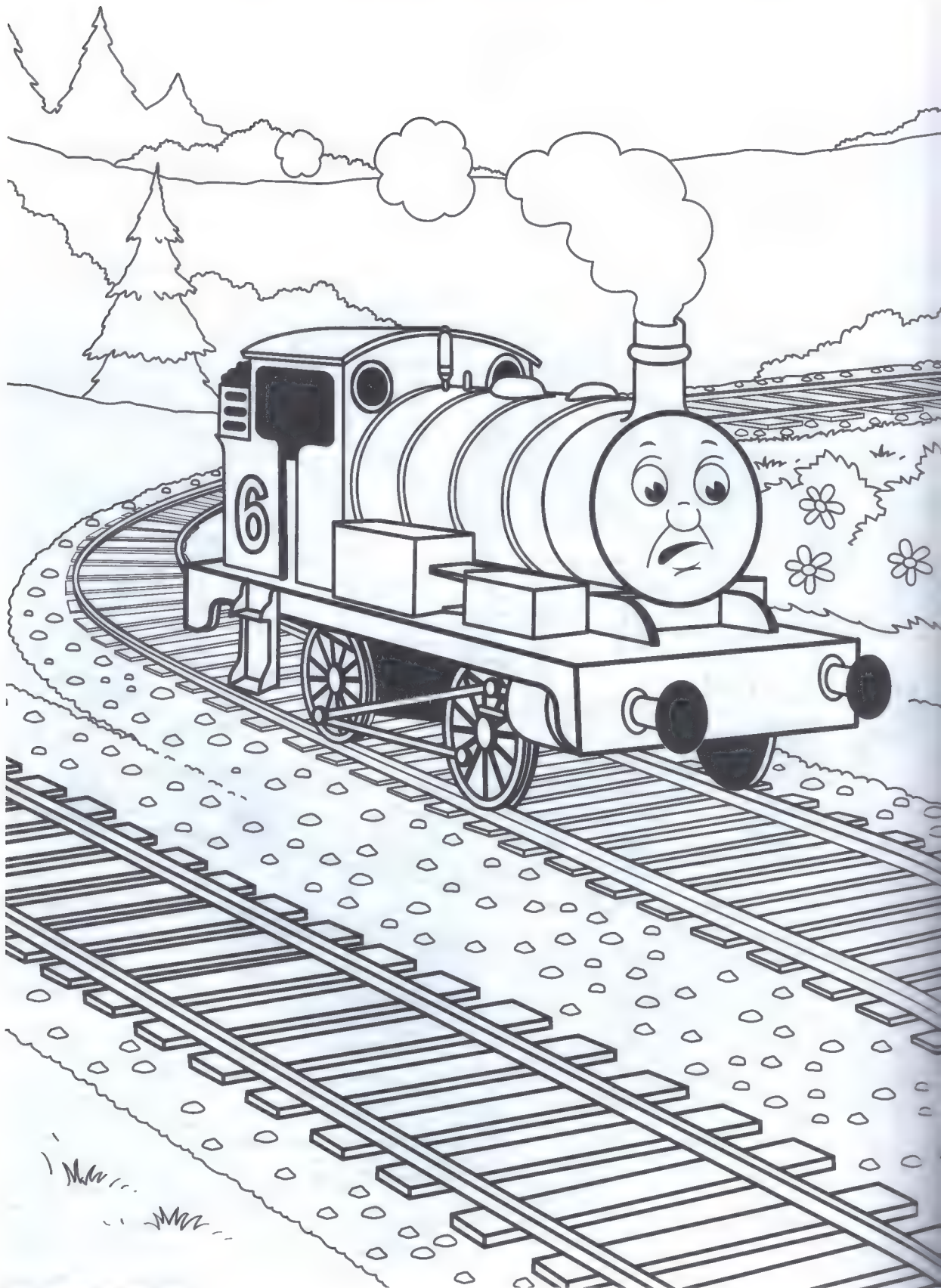
**"Watch out!" calls Toby as Thomas streaks by.
"There's something on the tracks!"**



Thomas is in such a hurry to find the end of the rainbow, he doesn't see the telephone pole!

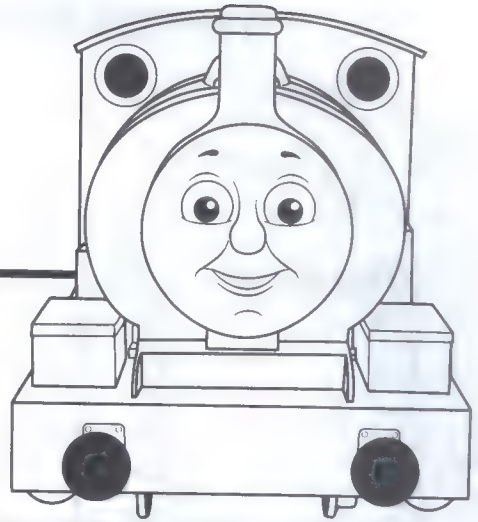


The workers start fixing the telephone pole, but Thomas is stuck! "I must help Thomas," says Percy.



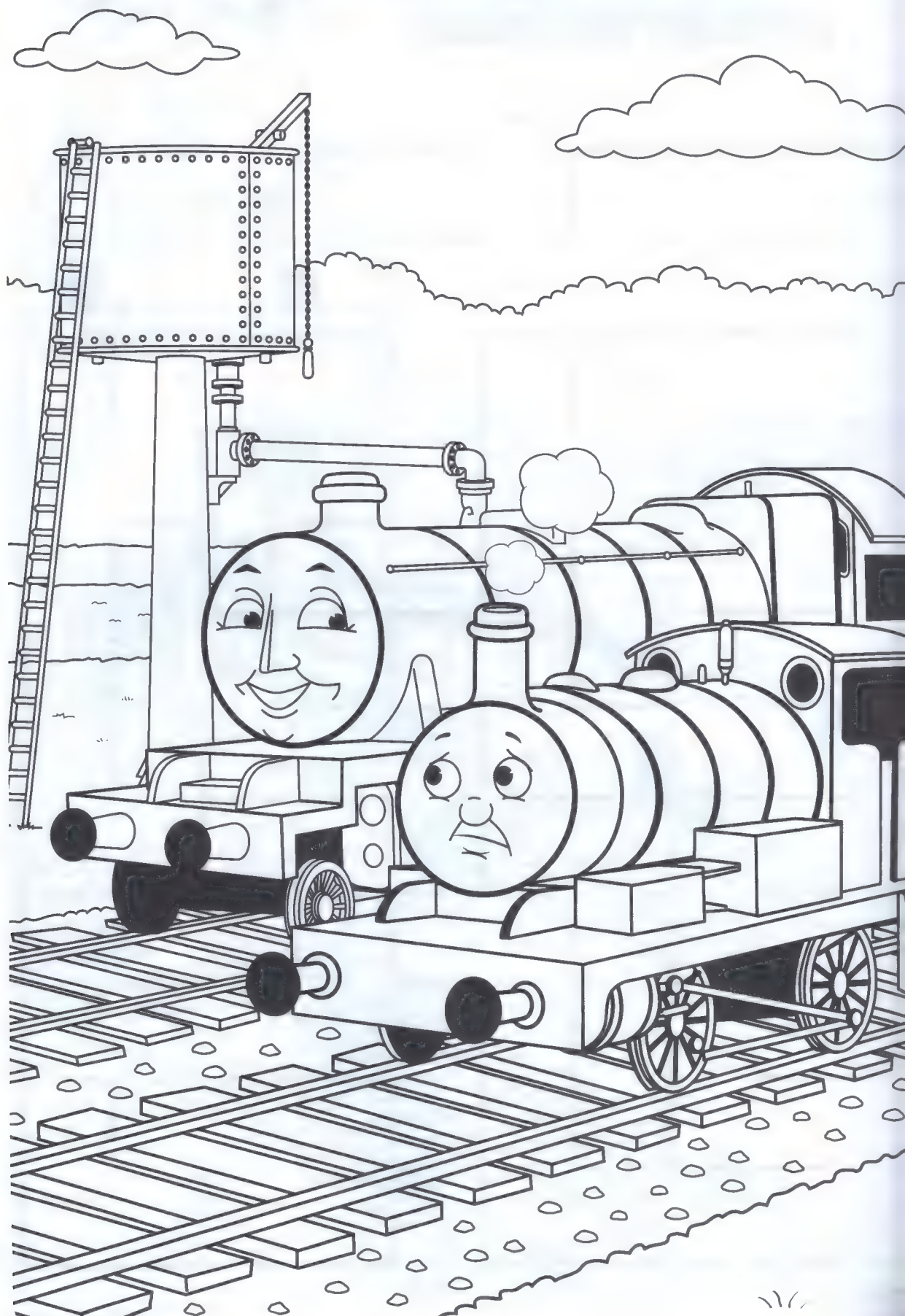
**Help Percy get
through the maze.**

Start

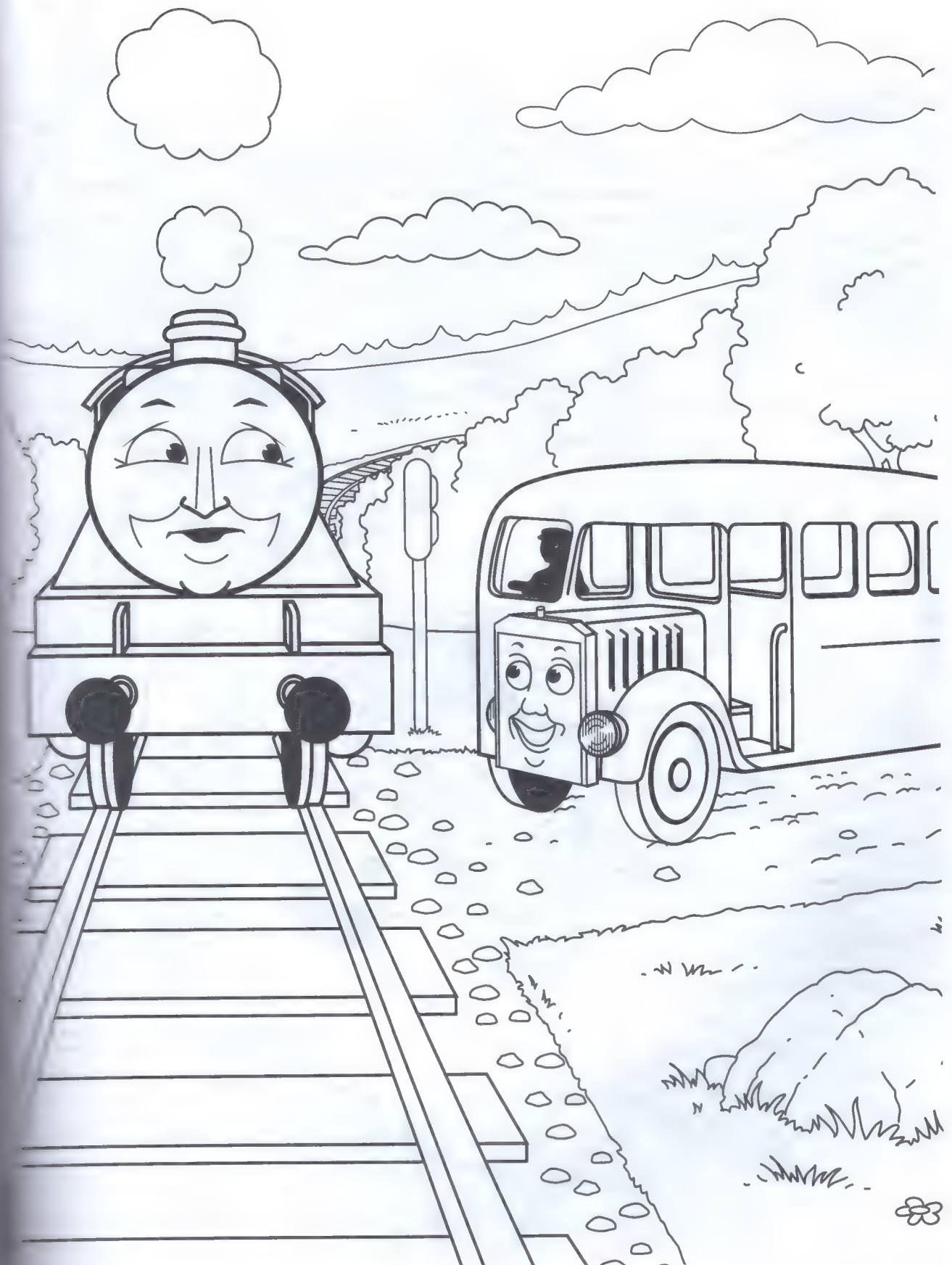


End

"Thomas is in trouble!" Percy tells Henry.



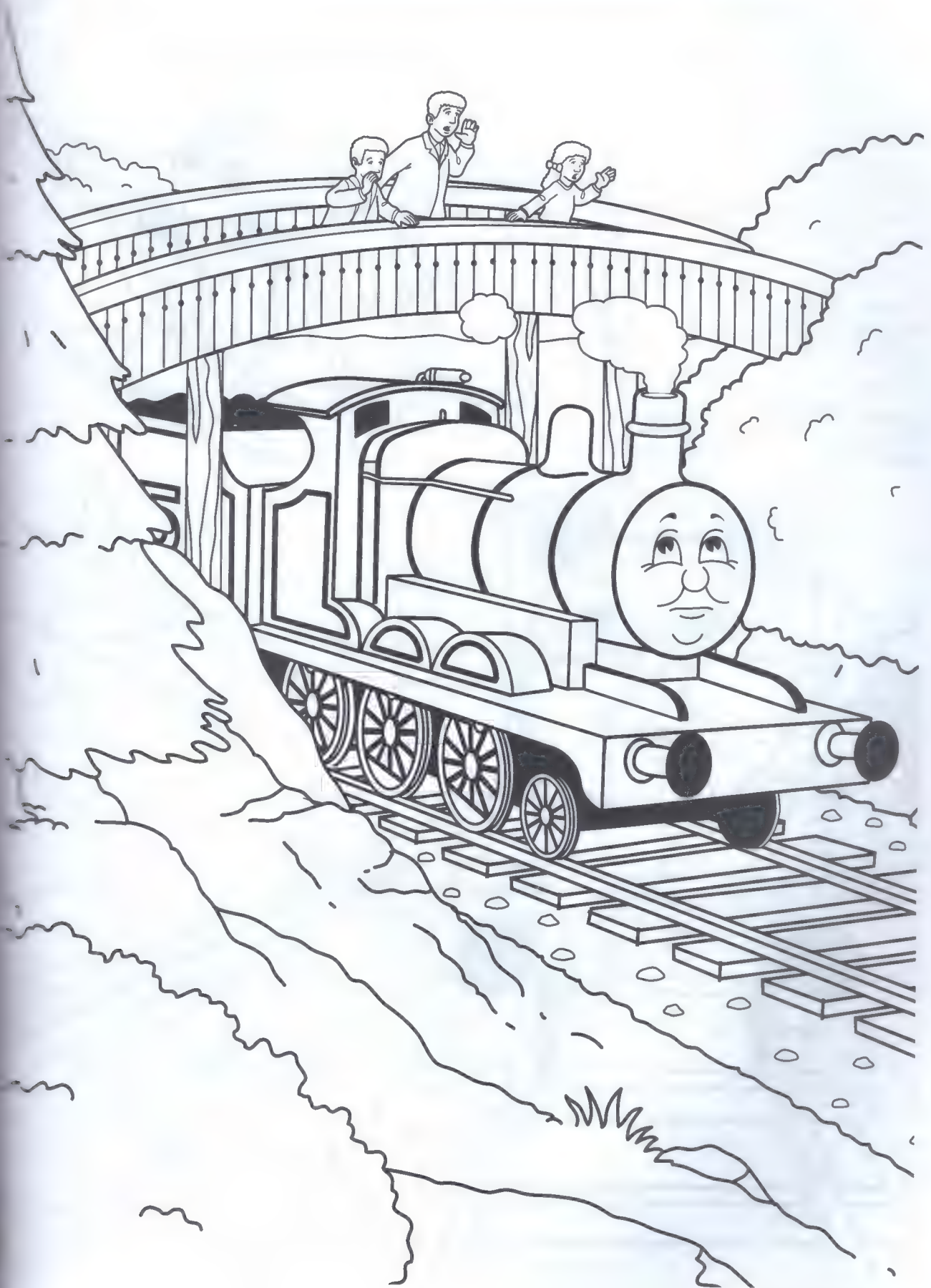
"Thomas is in trouble!" Henry tells Bertie.



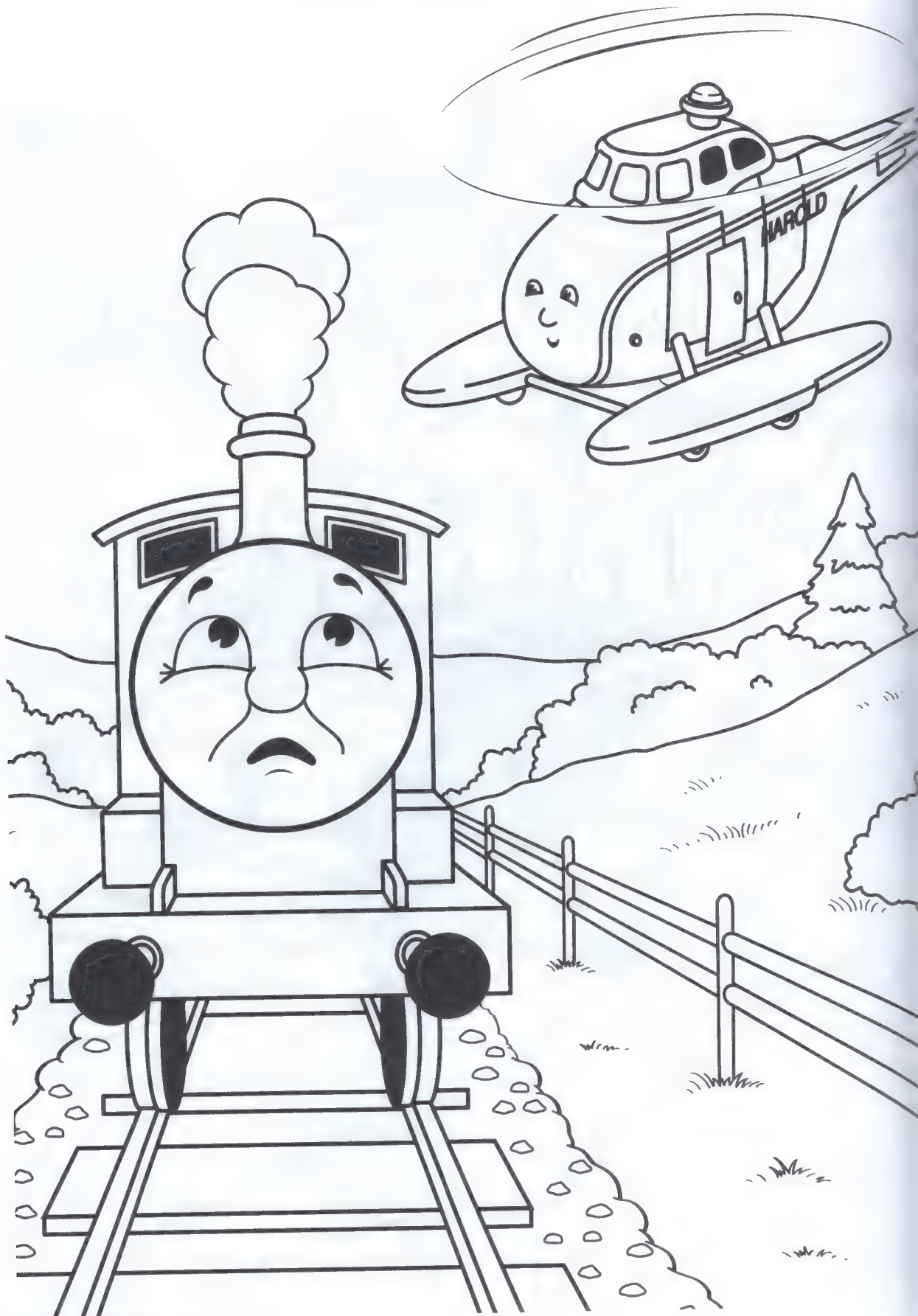
"Our speedy Thomas is stuck!" Bertie tells the children.



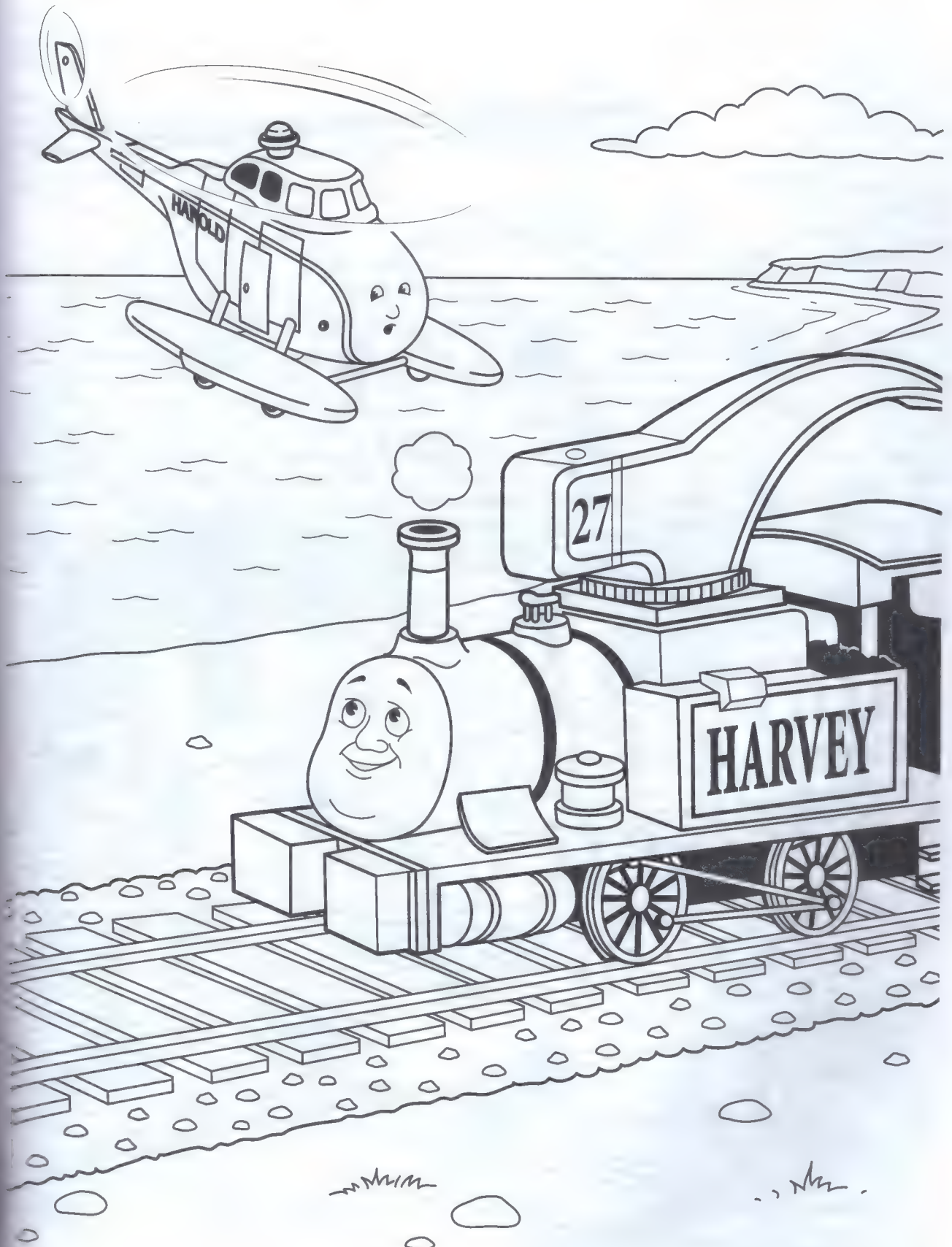
"Thomas is in trouble!" the children tell James.



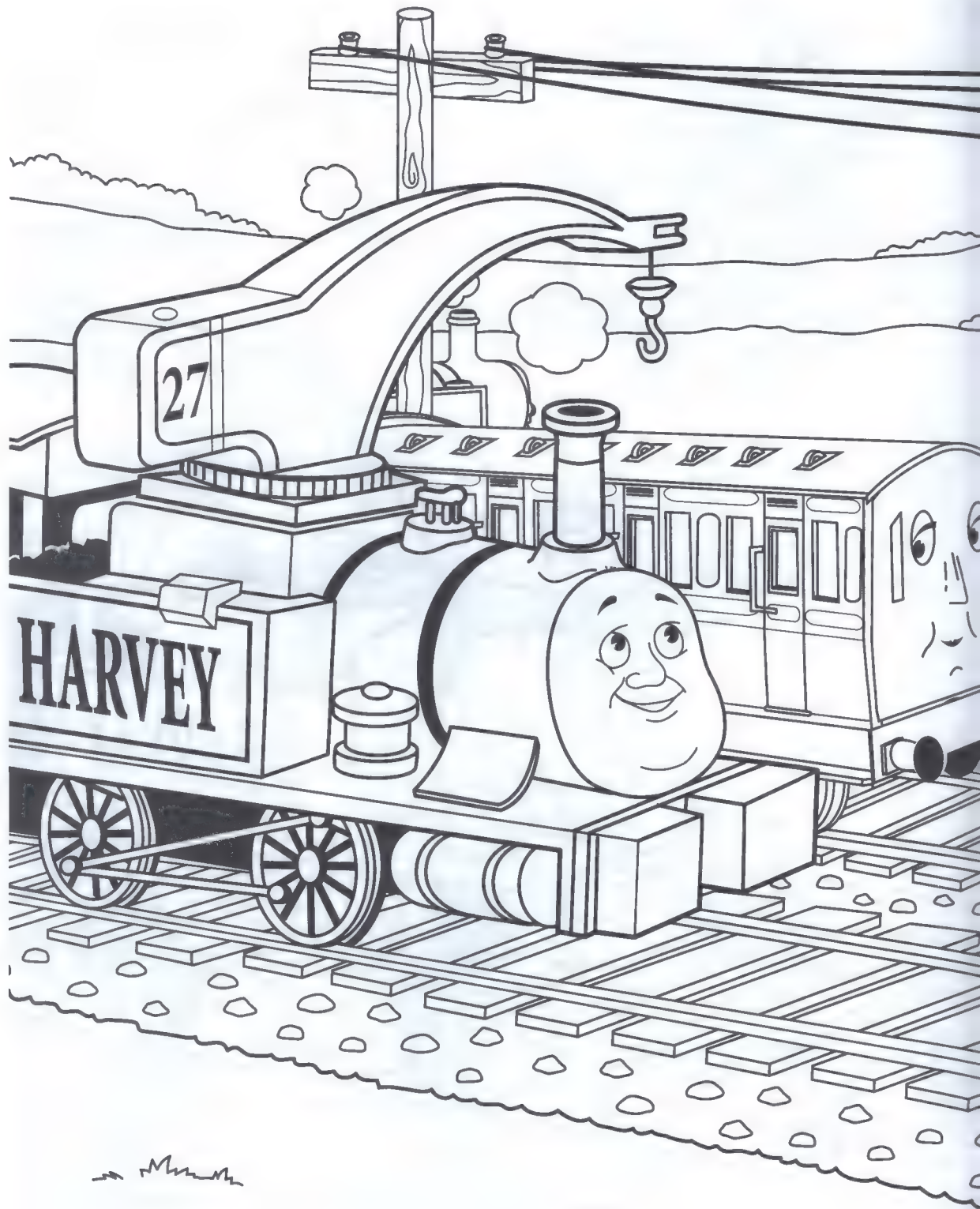
Then James tells Harold . . .



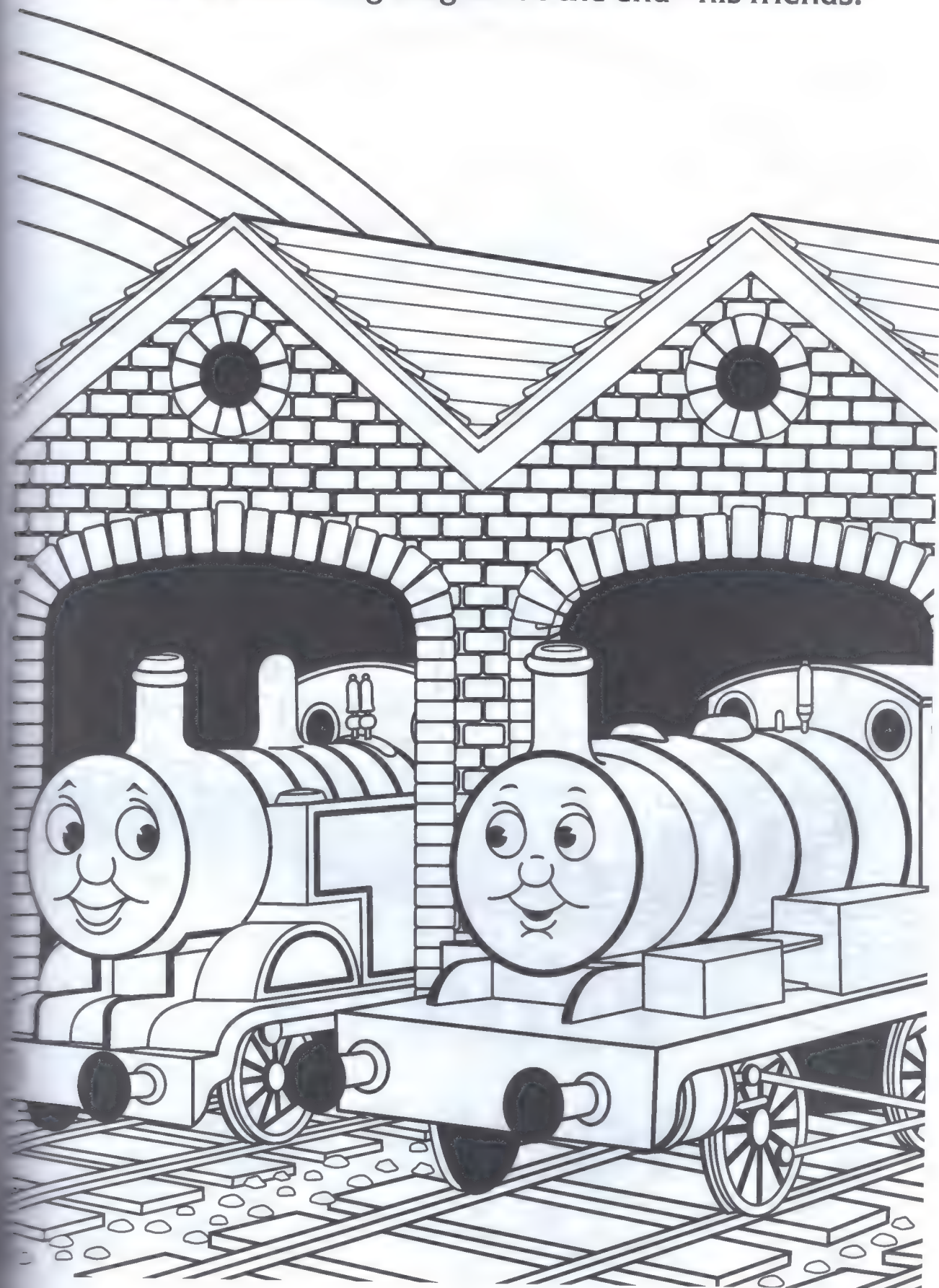
... and Harold tells Harvey!



Harvey declares that he can go rescue
Thomas with his big winch hook! And he does!

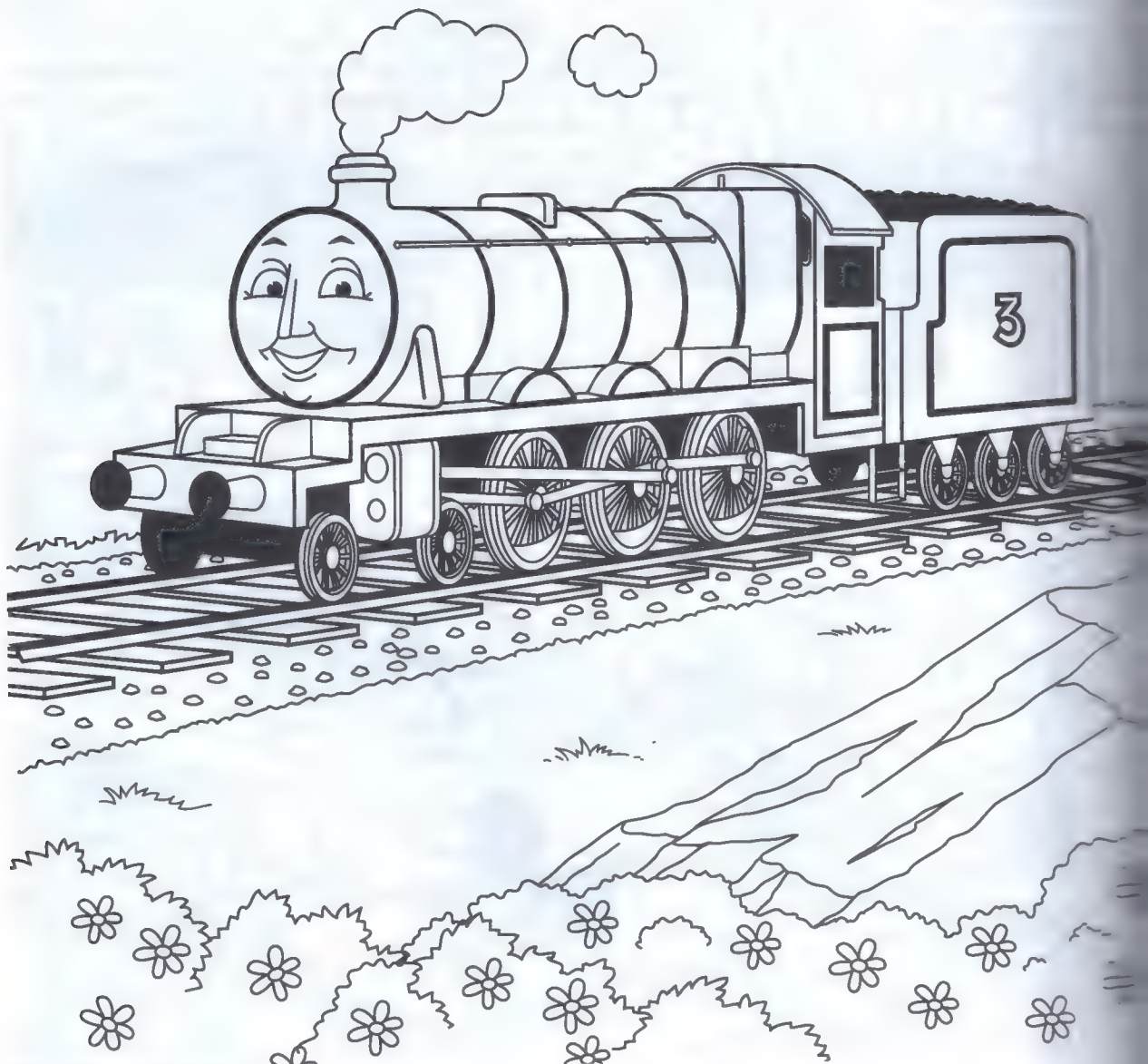


Thomas finds the end of the rainbow—at the Sheds!
There is something magical at the end—his friends!



Henry loves the cool forest.

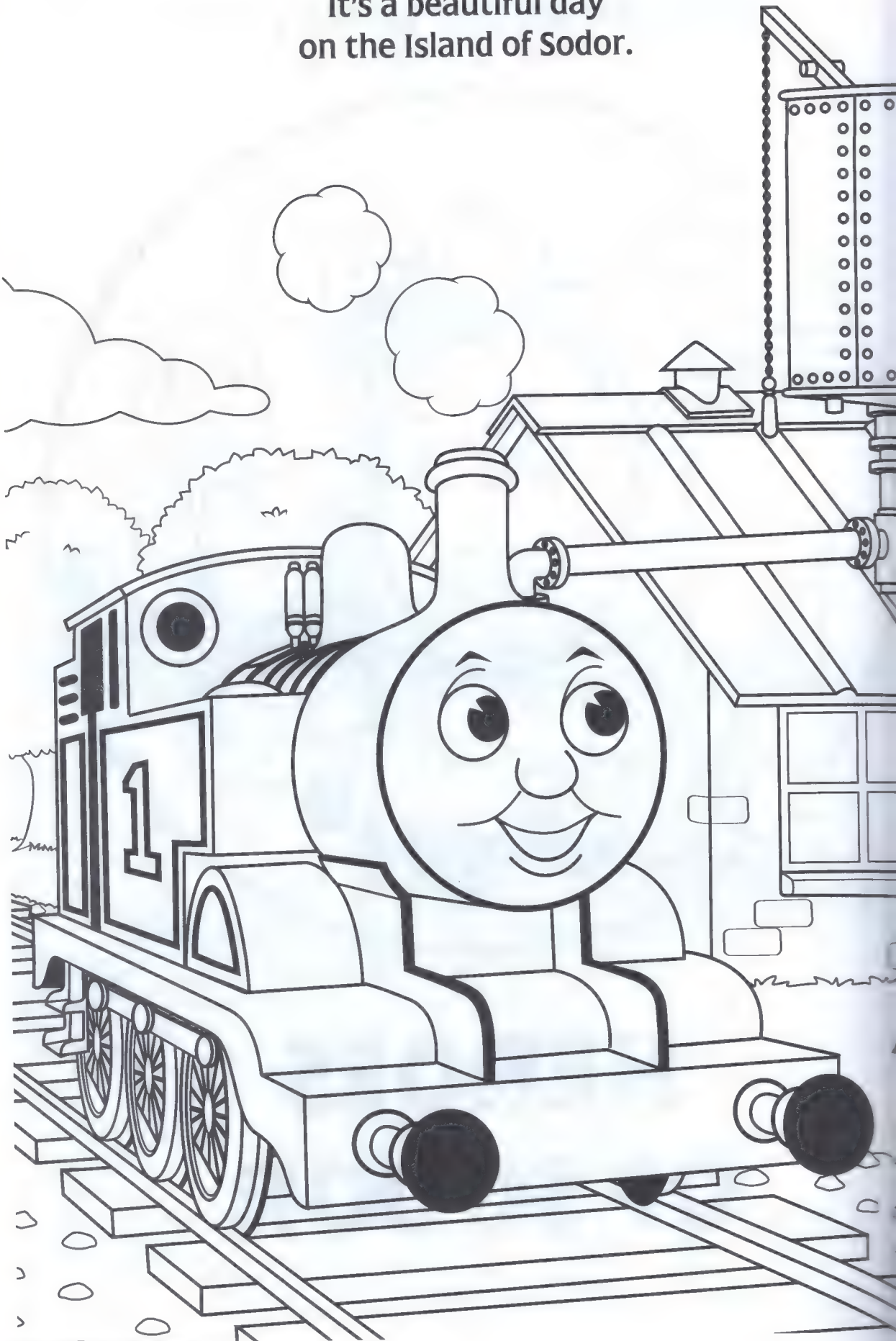
Draw trees in the background.



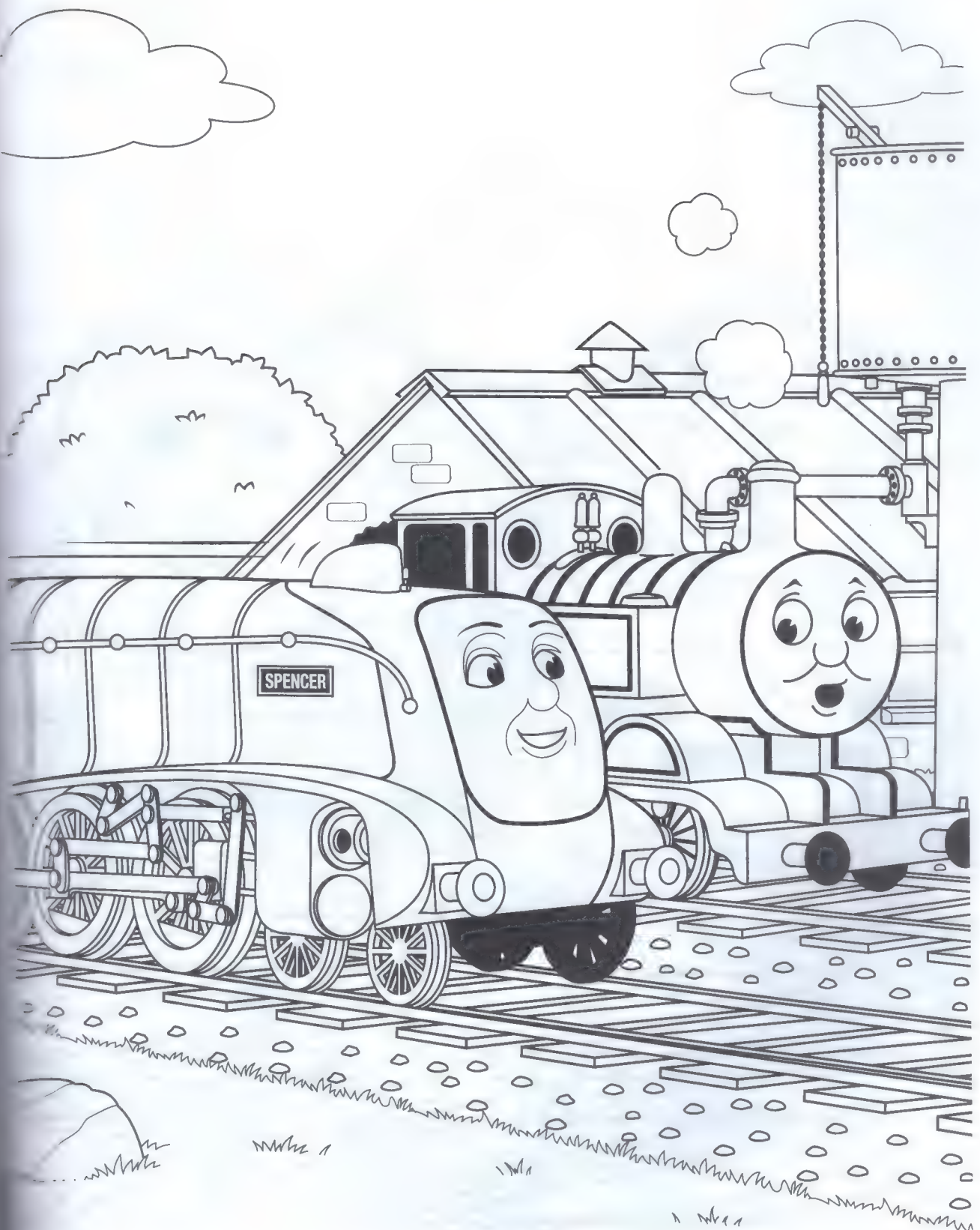


HEROES OF SODOR

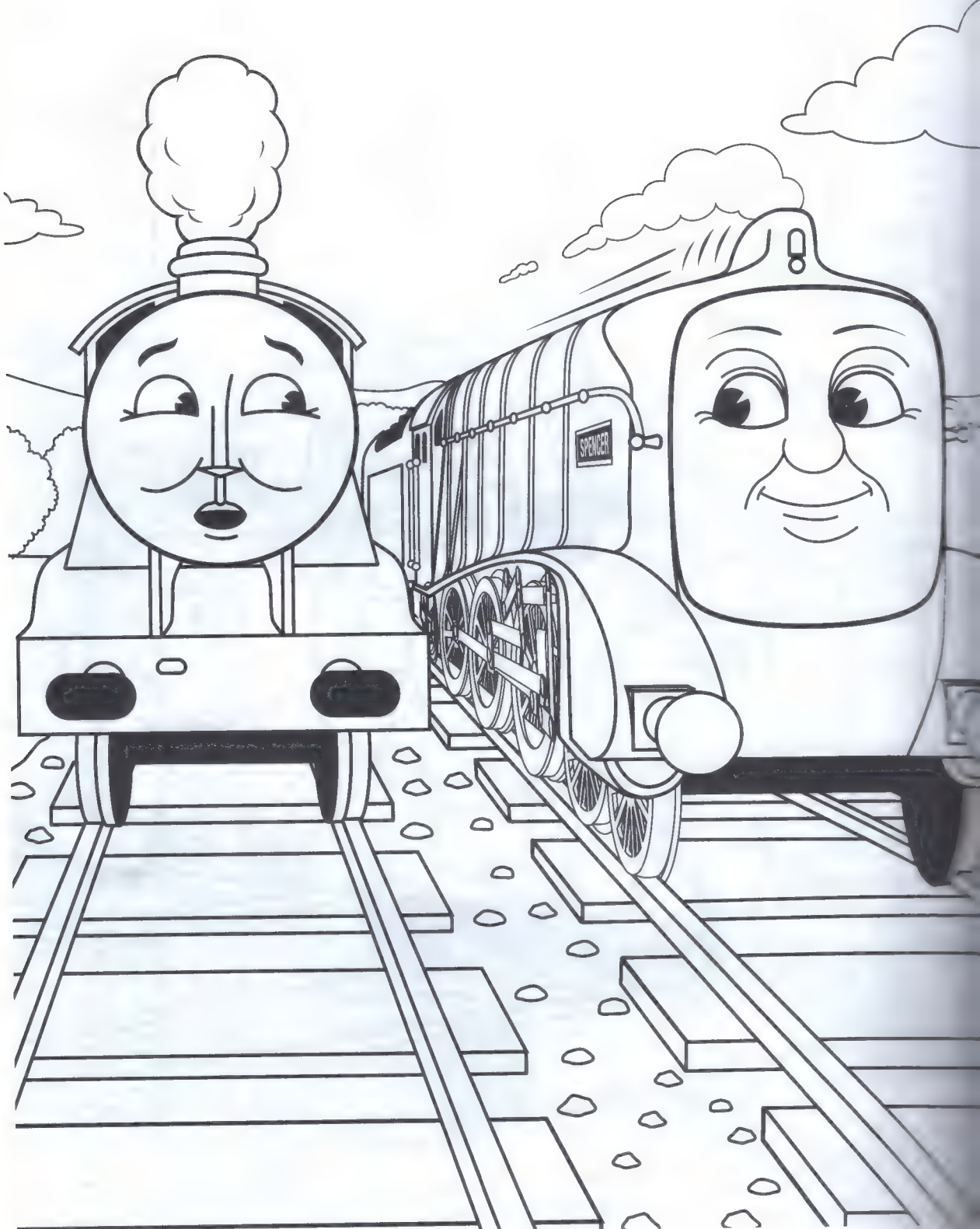
It's a beautiful day
on the Island of Sodor.



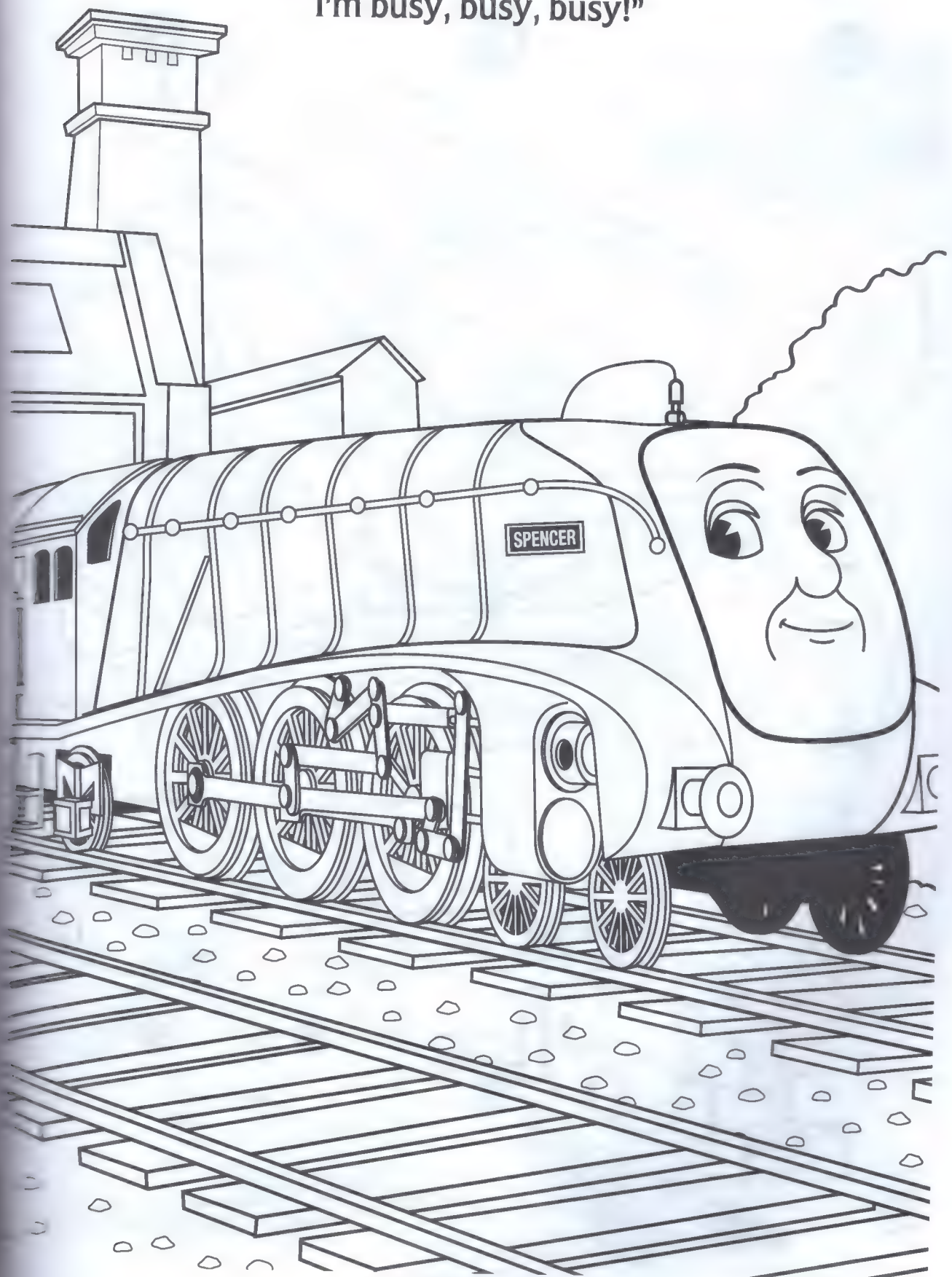
Suddenly, Spencer roars past Thomas.
What's going on?



Spencer thinks he's more important
than the other engines.

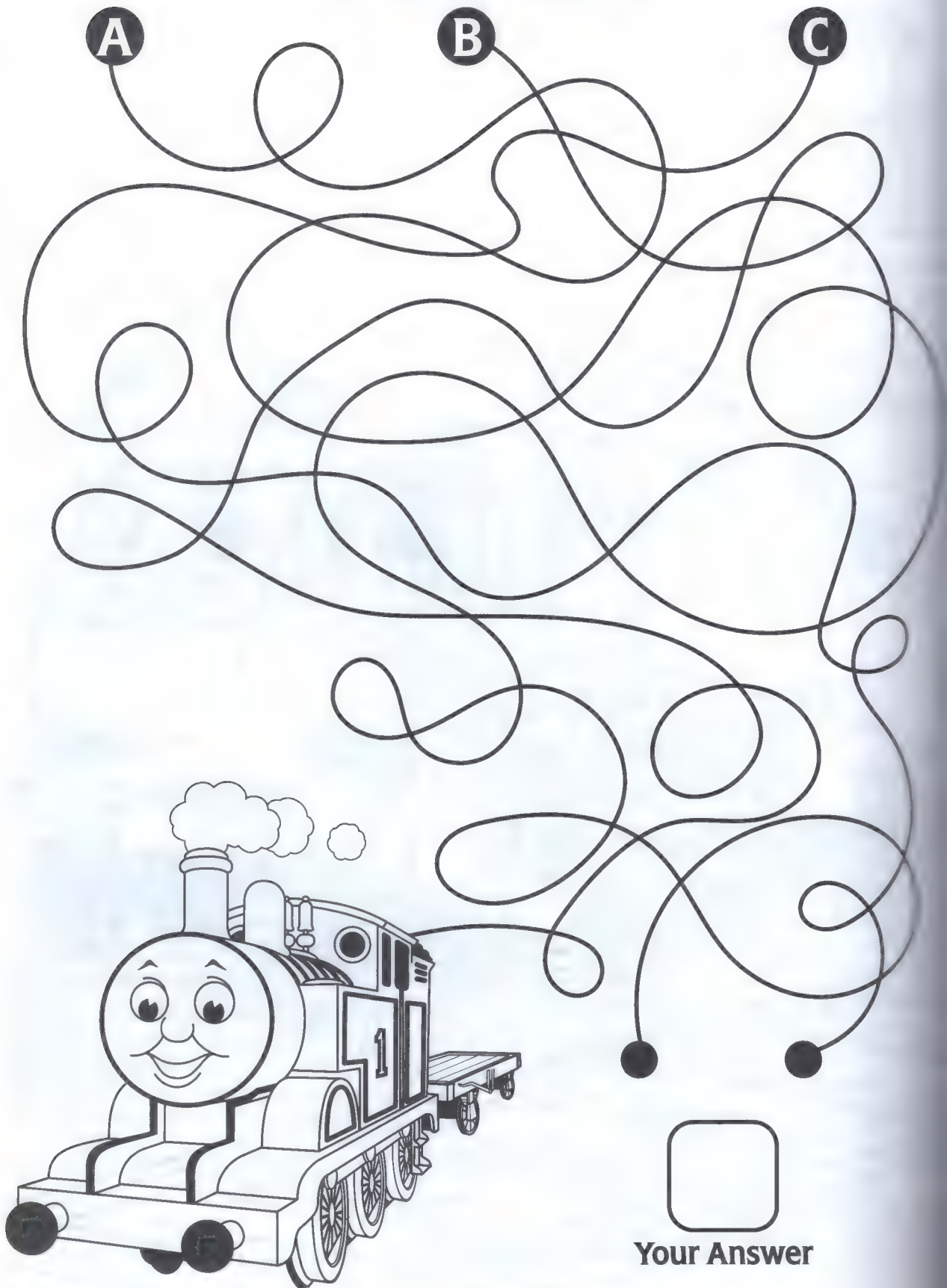


**"I'm helping with deliveries for the Duke
and Duchess of Boxford's new summerhouse.
I'm busy, busy, busy!"**



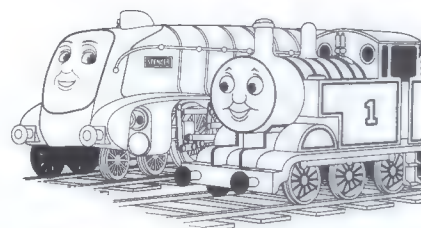
Chugging Along

Which line leads to Thomas?

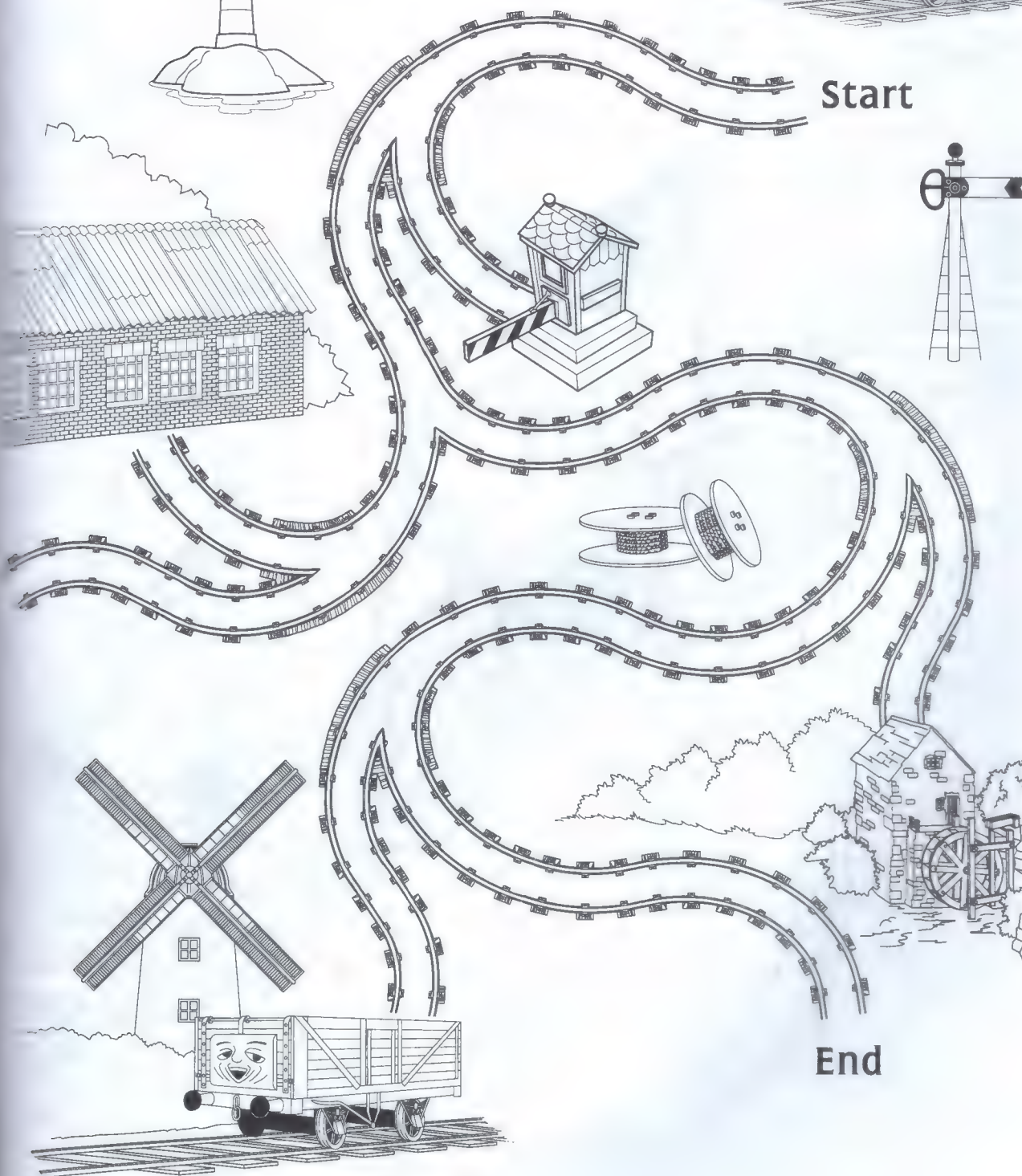


Spencer challenges Thomas to a race.

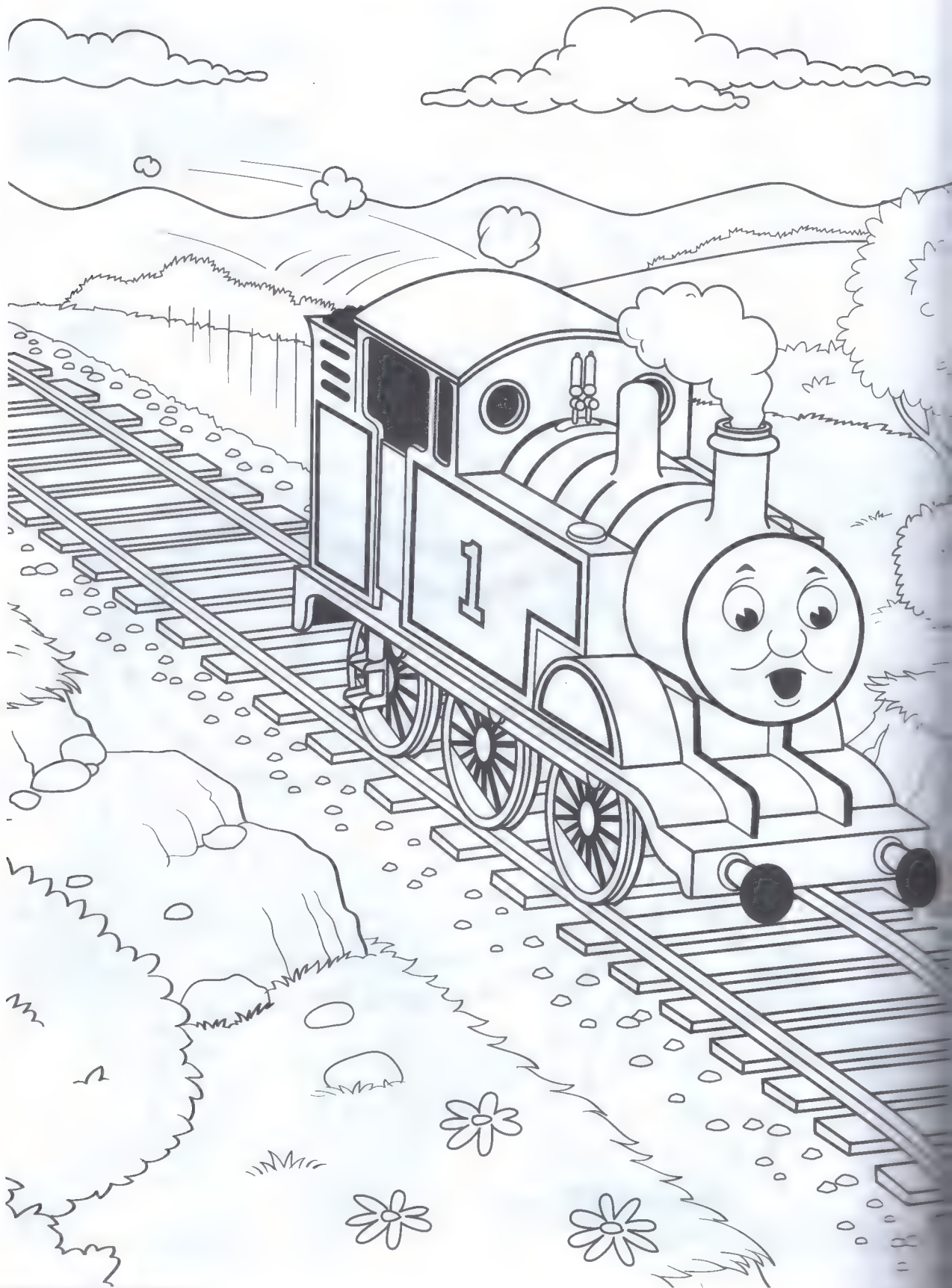
Help Thomas find his way.



Start

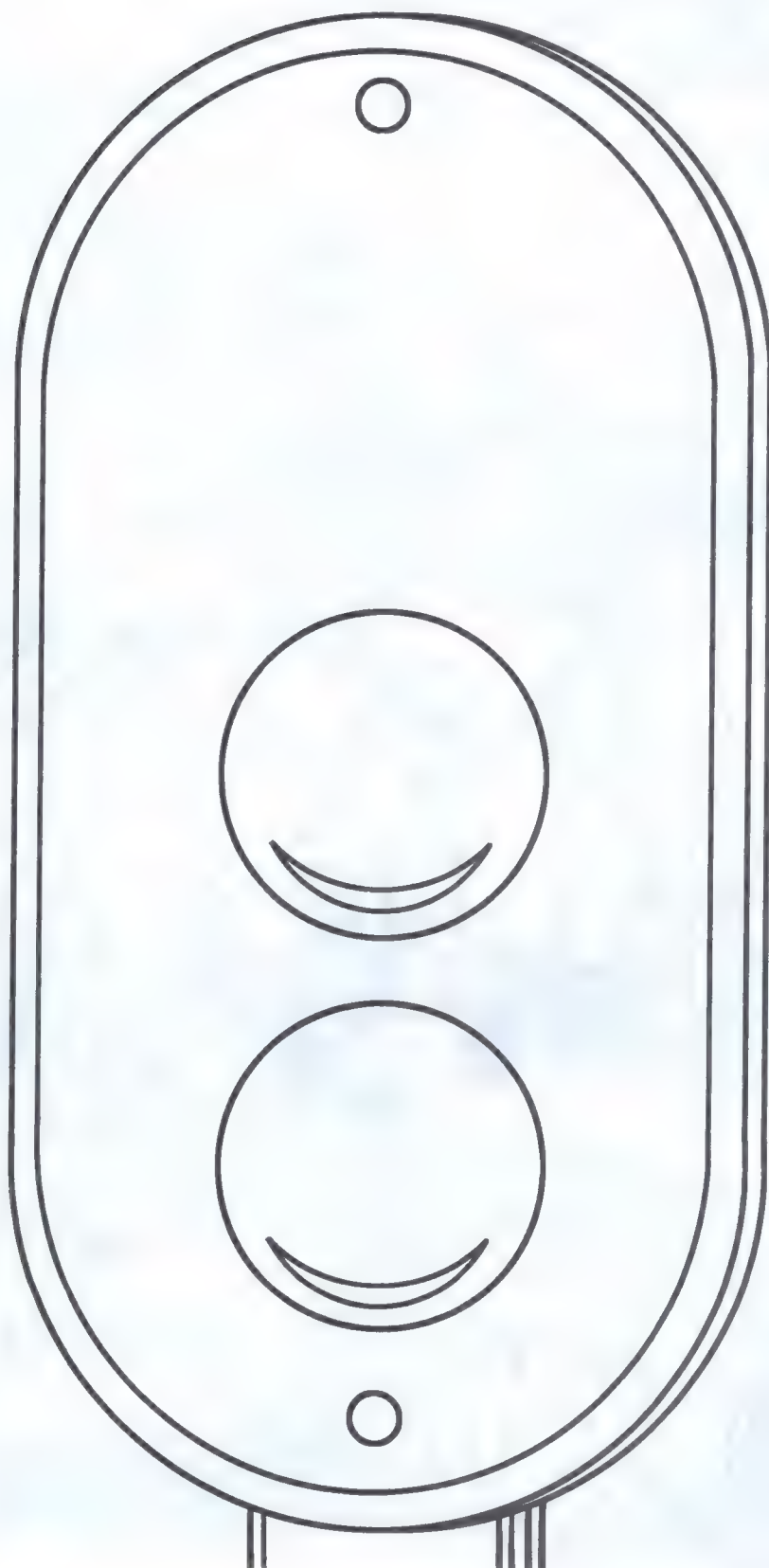


**"Cinders and ashes!
I've broken my brakes!"**

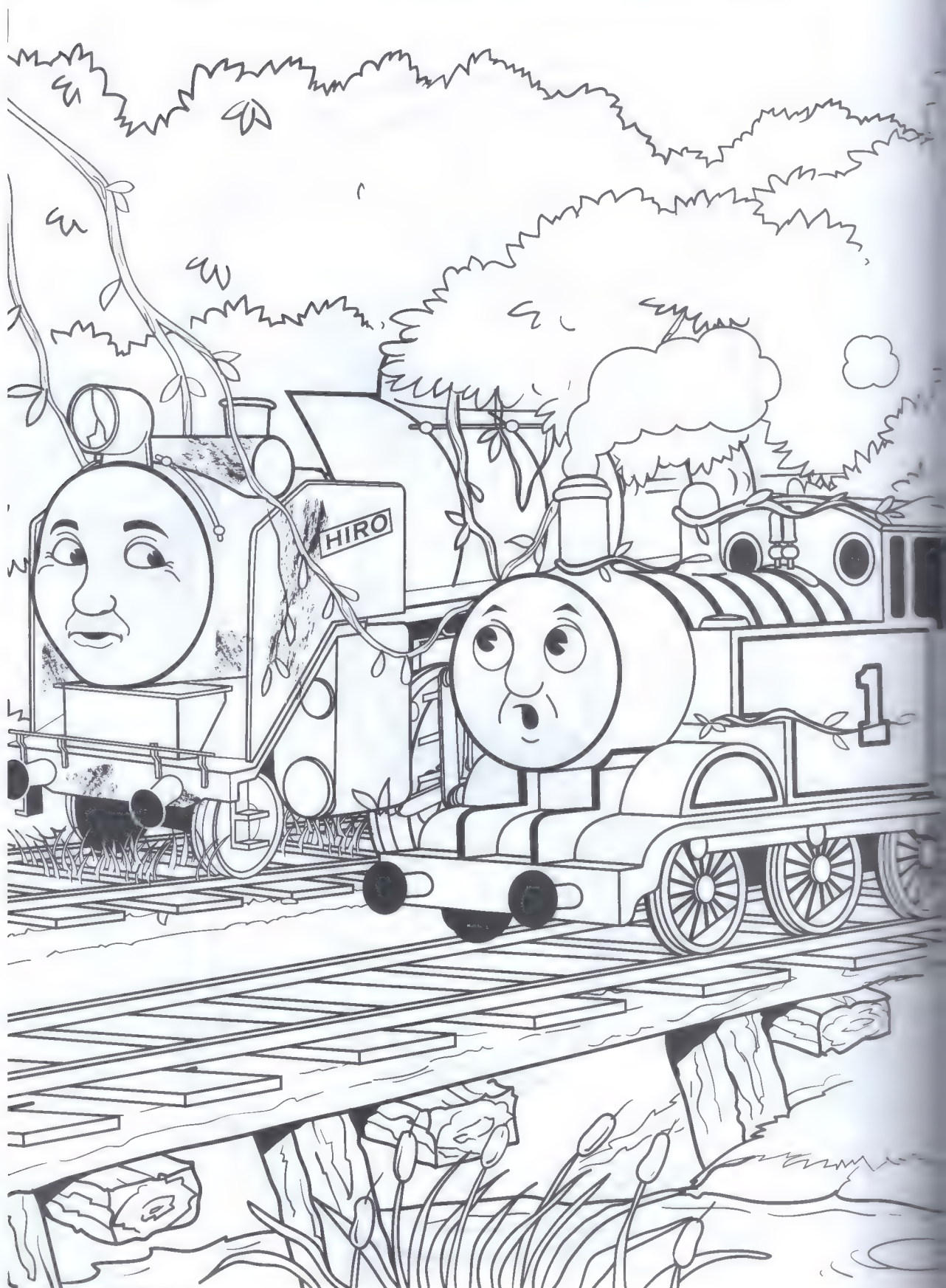


Stop, Thomas!

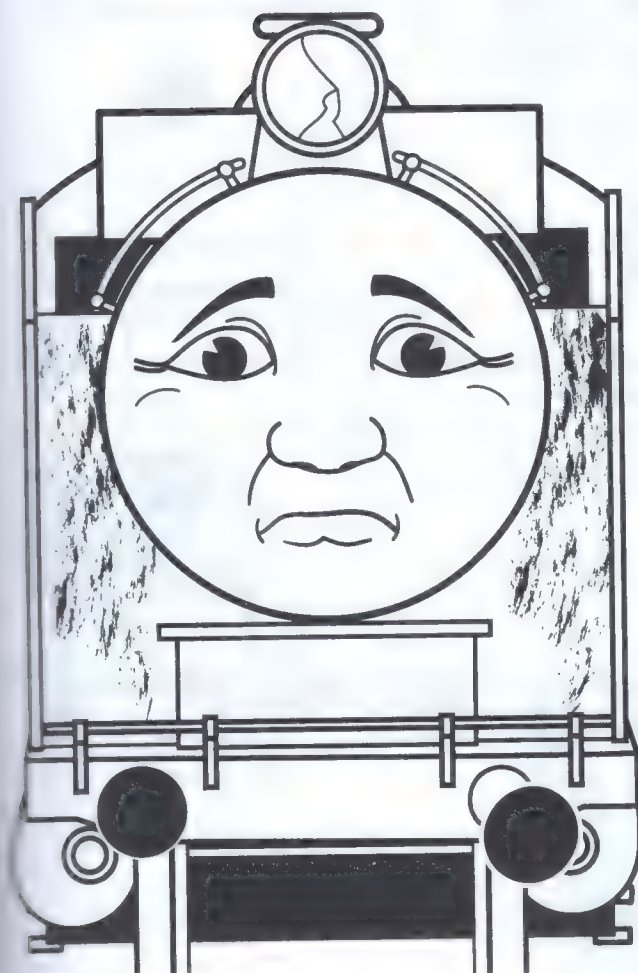
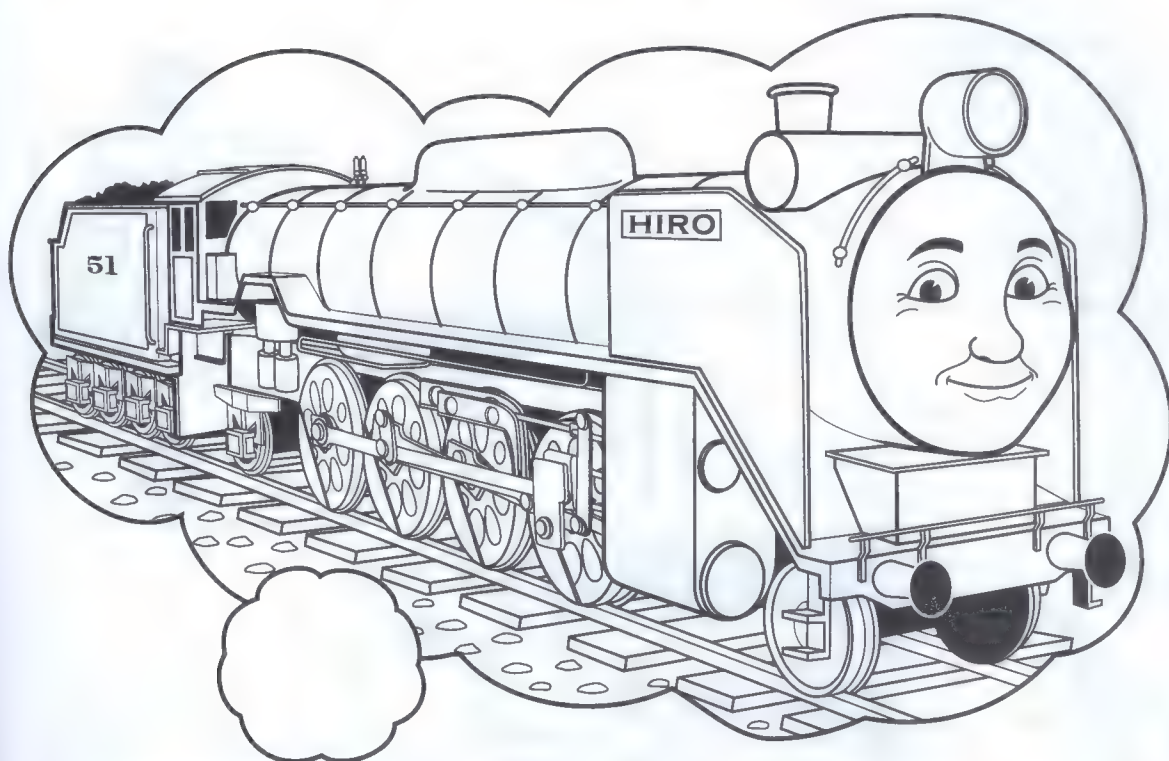
Add a circle to finish the traffic light.



Thomas crashes through some bushes
and finds a long-lost engine named Hiro.



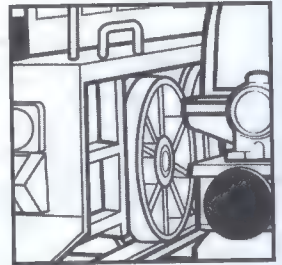
Hiro came from a distant island long ago.
He was the very first engine on Sodor!



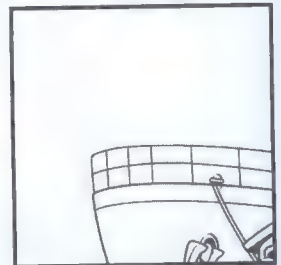
Which piece finishes the picture?



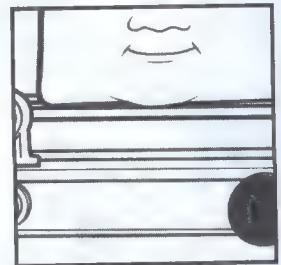
A



B



C

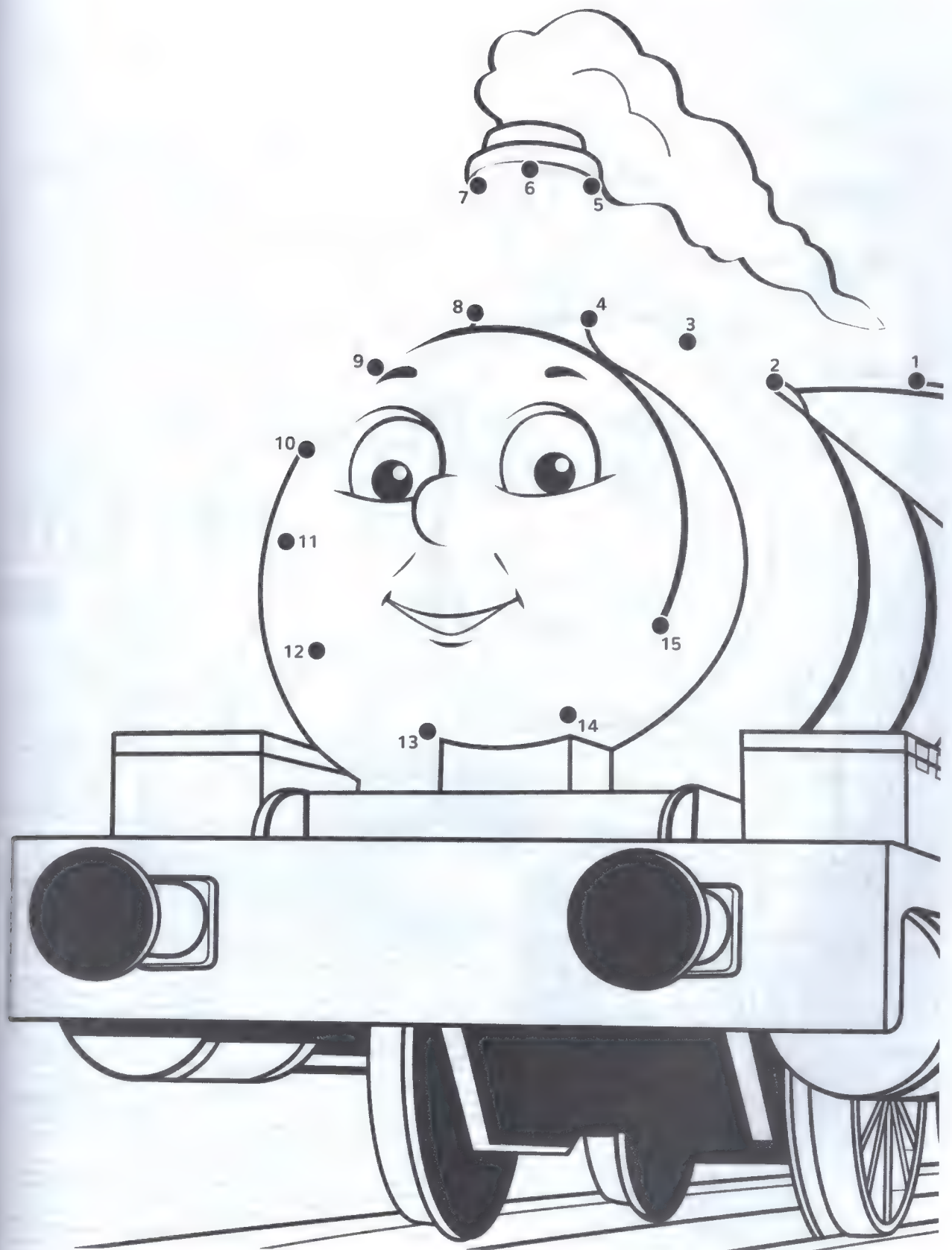


D

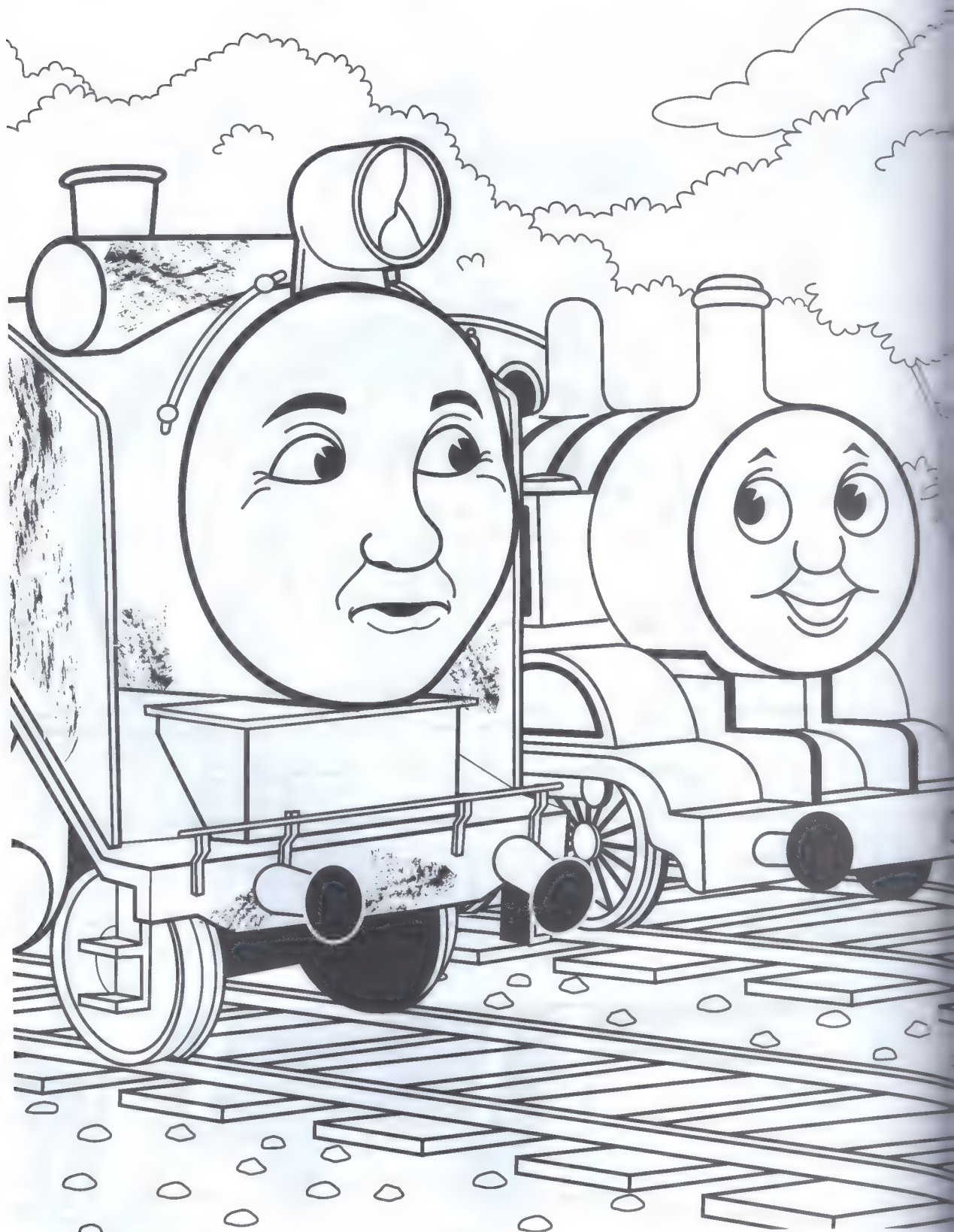


Your Answer

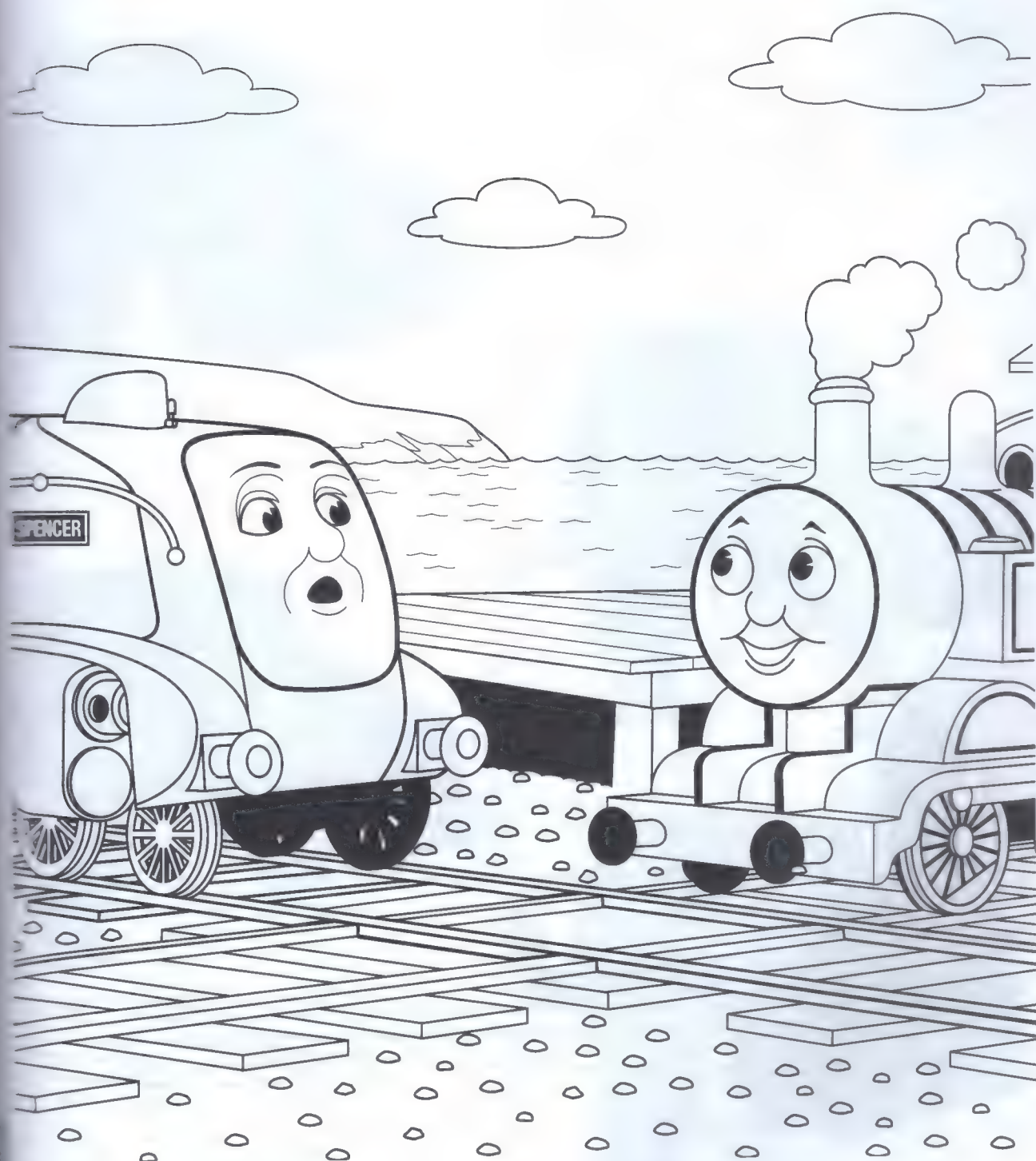
Connect the Dots



Hiro broke down, but new parts never
came from his island. So he was forgotten.
Thomas says he'll help.



Thomas is excited about his new friend.
He doesn't even mind Spencer anymore.



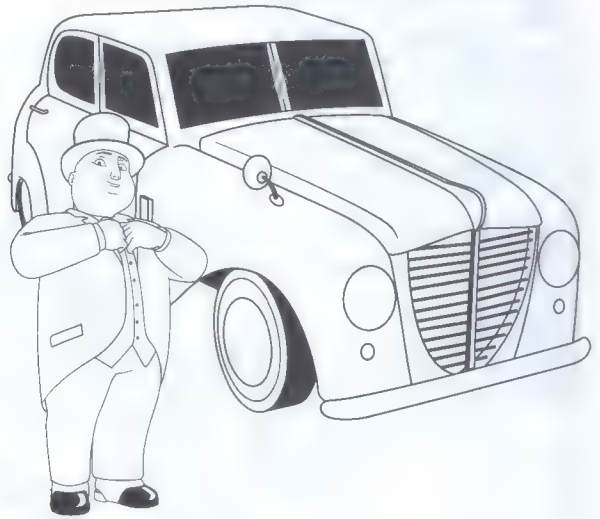
Which engine is Spencer racing?

Draw it.



Shadow Match

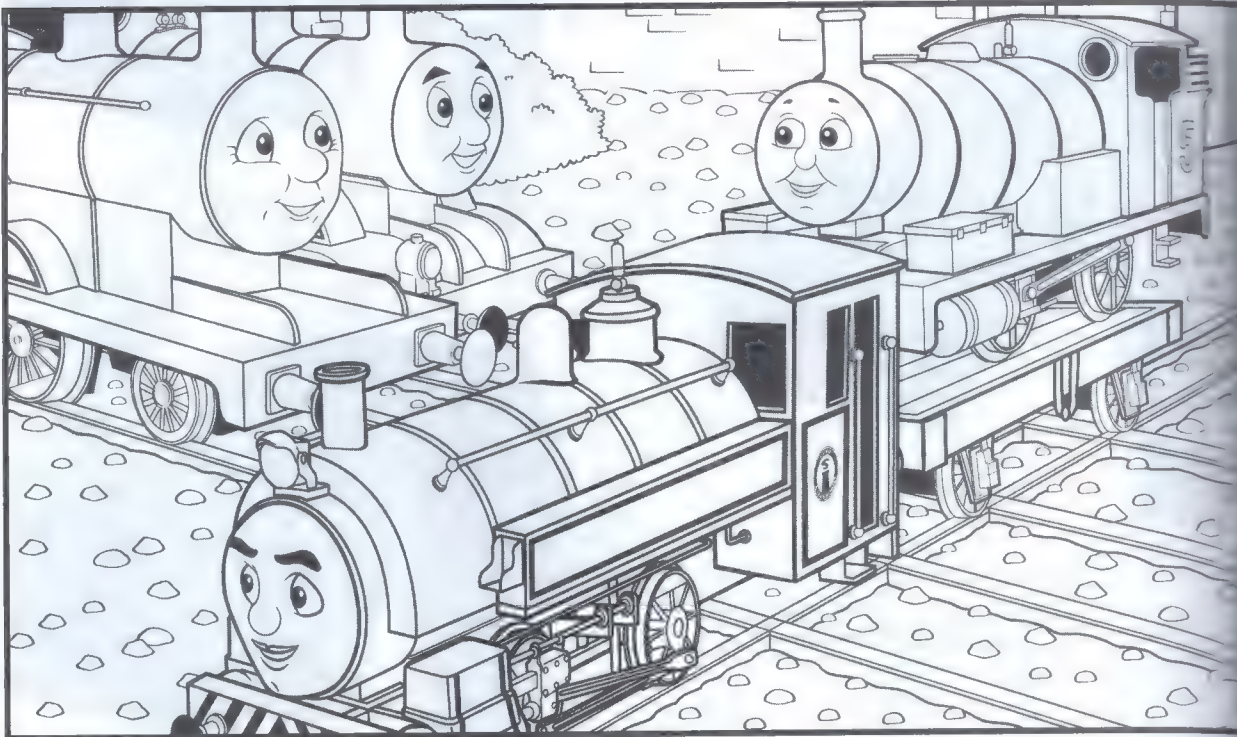
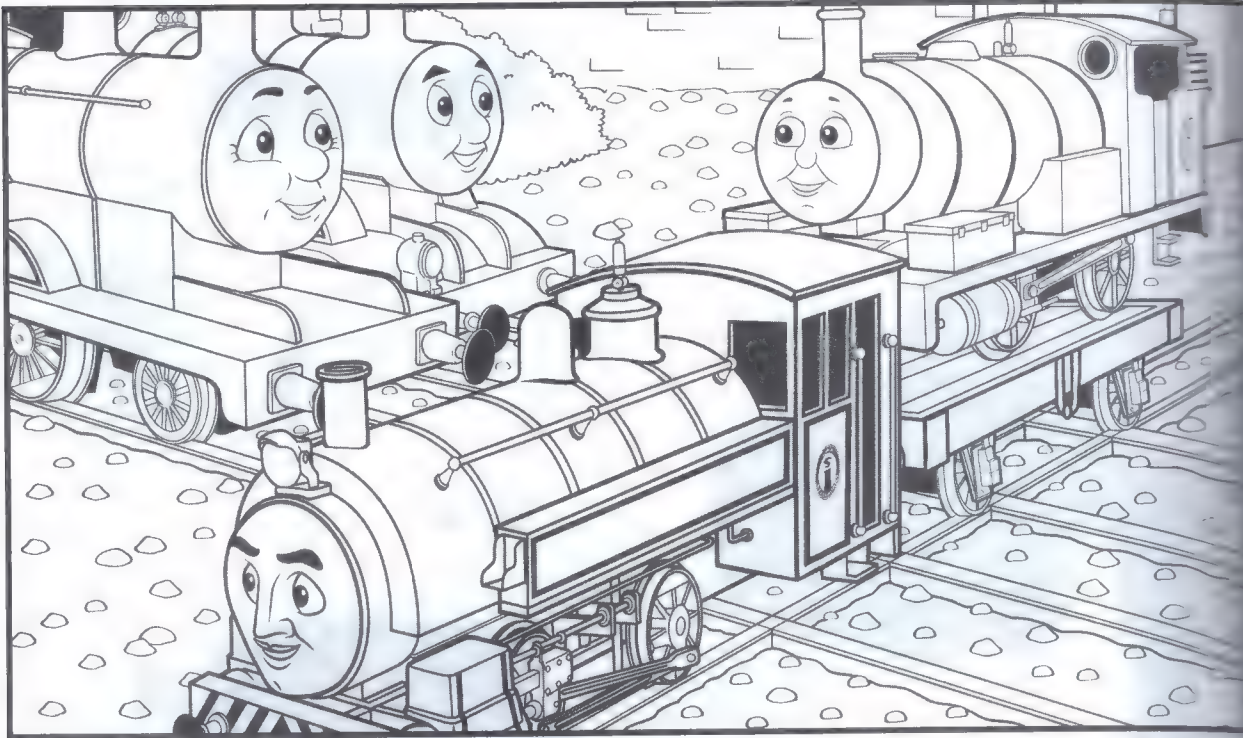
Which shadow belongs to Sir Topham Hatt?



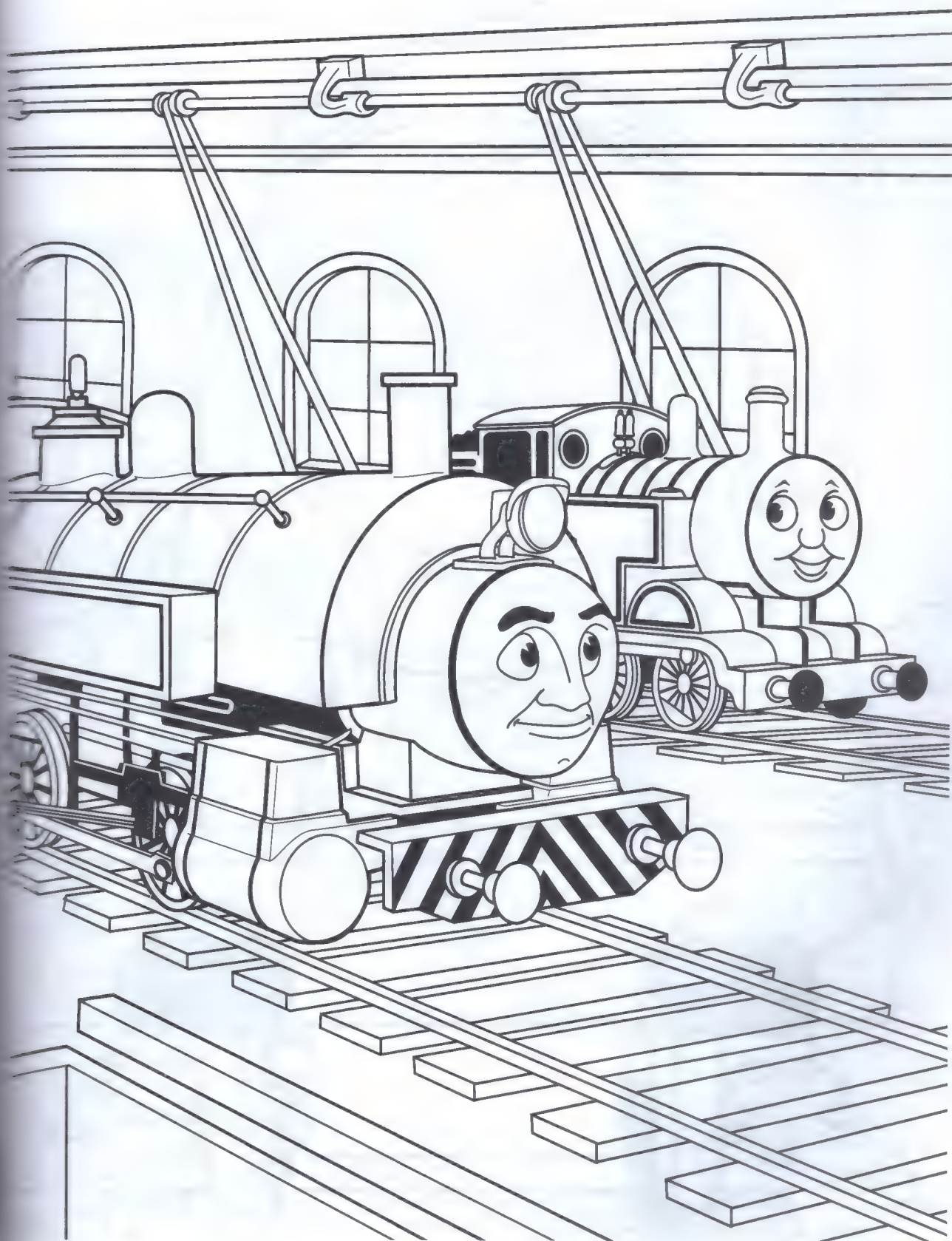
Your Answer

Answer: D

Circle the 5 differences.

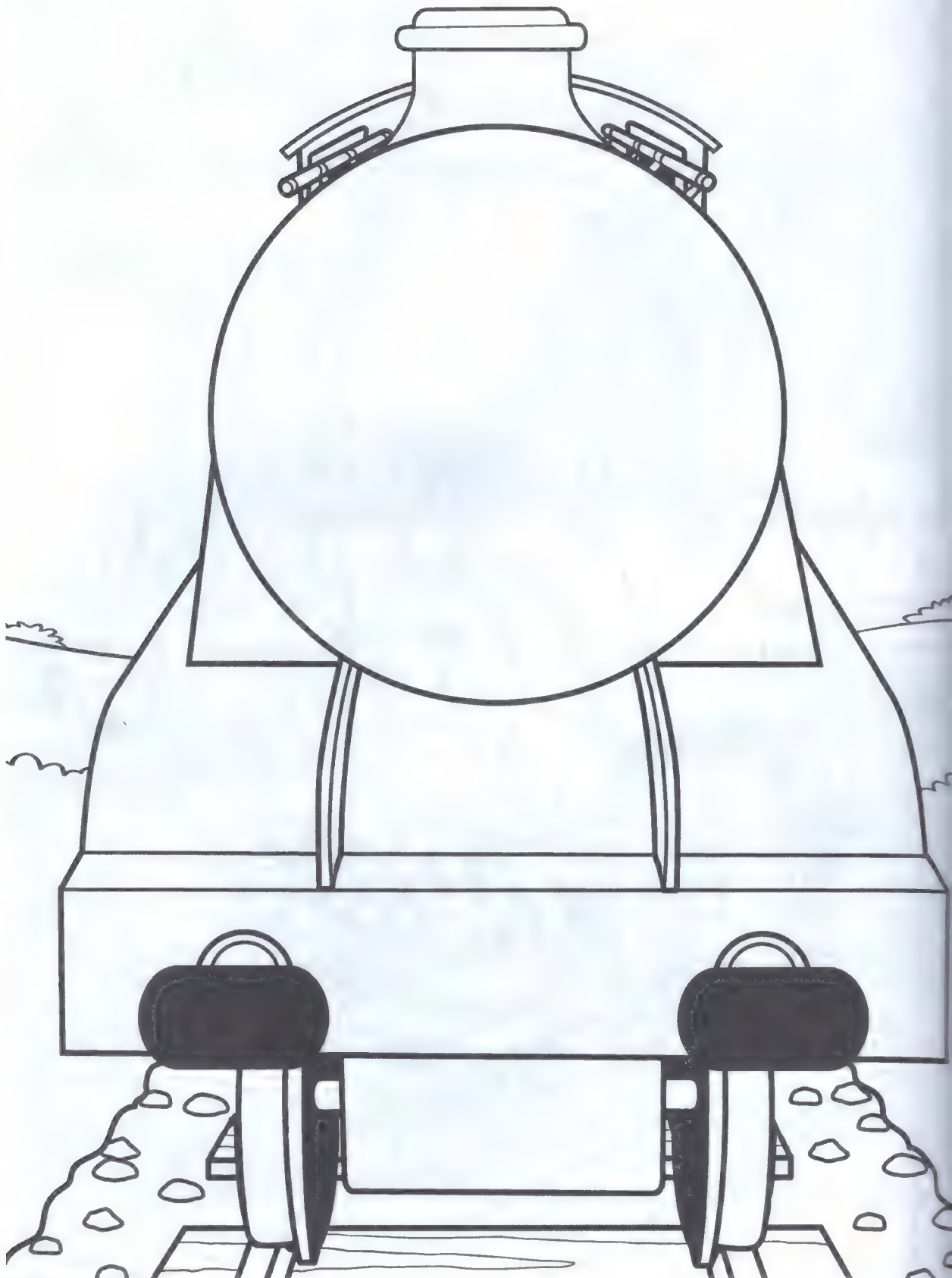


**At the Steamworks,
Victor helps fix Thomas' brakes.**

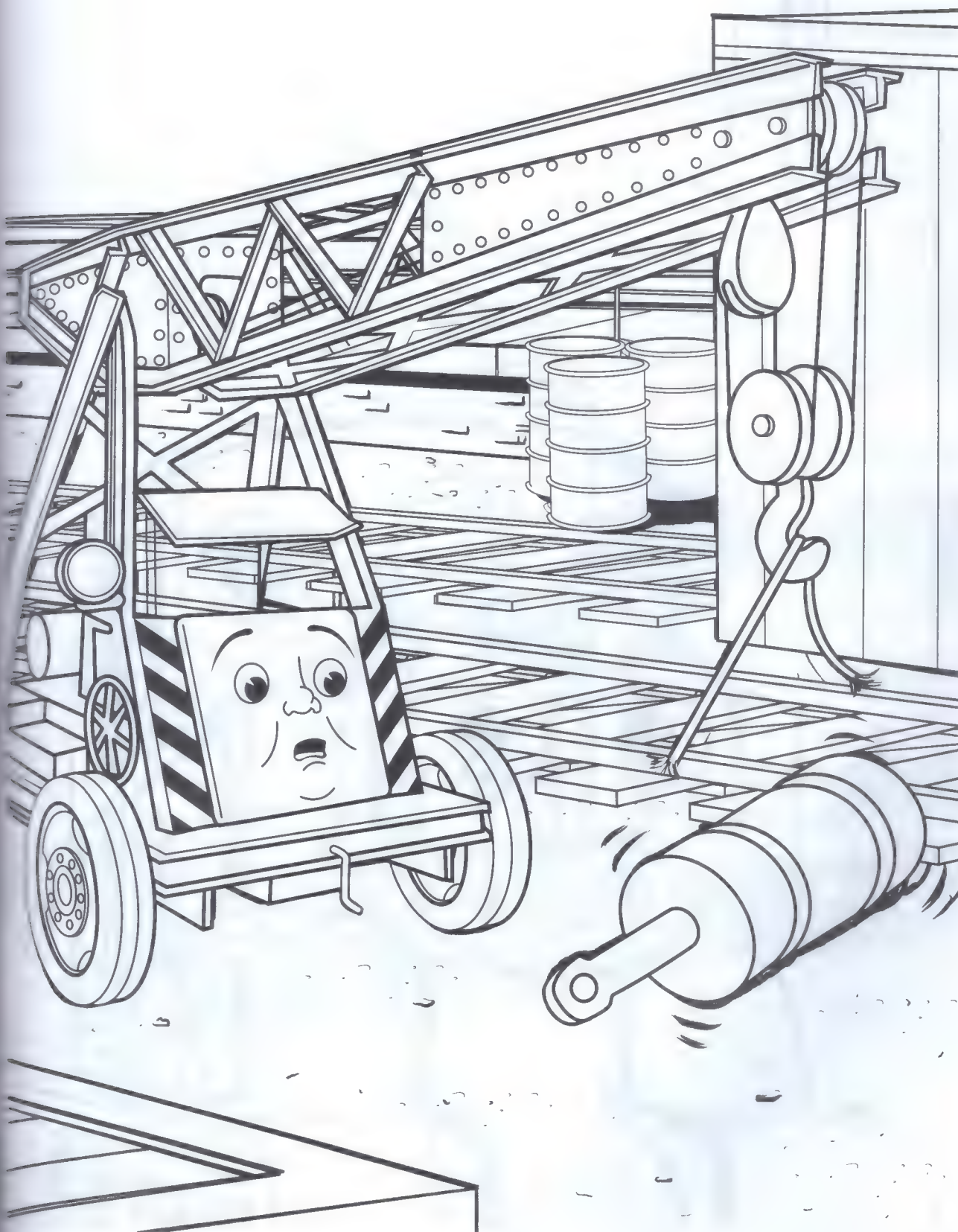


Gordon the Big Engine

Draw Gordon's face.

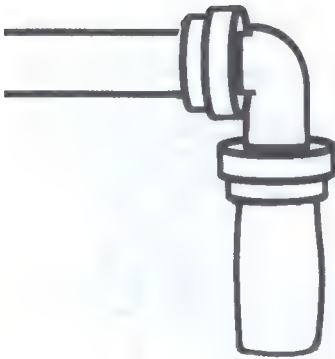


Kevin drops an engine part
that Thomas thinks Hiro can use.

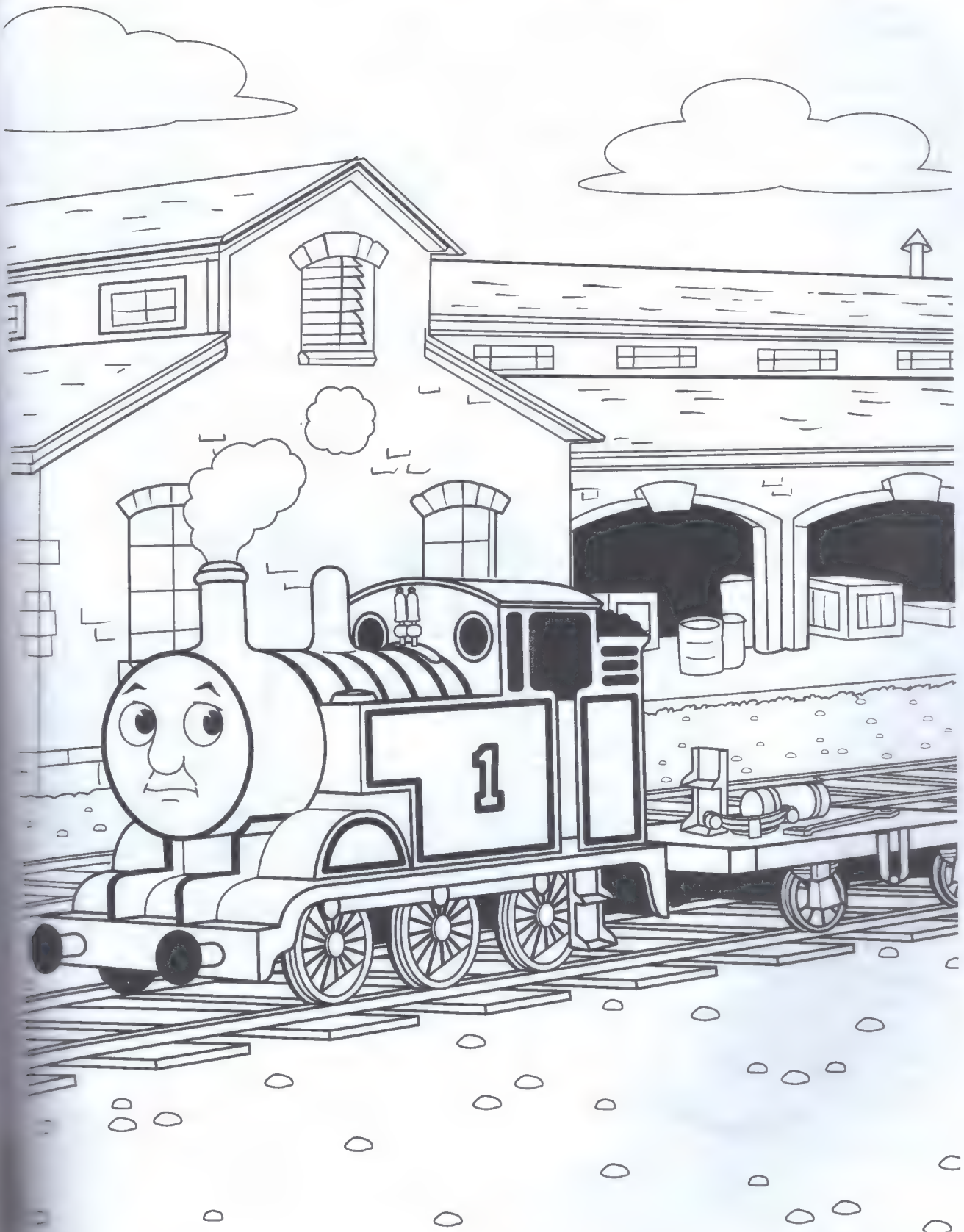


Cool Down!

Thomas has worked hard. He needs water.
Draw some water for him.

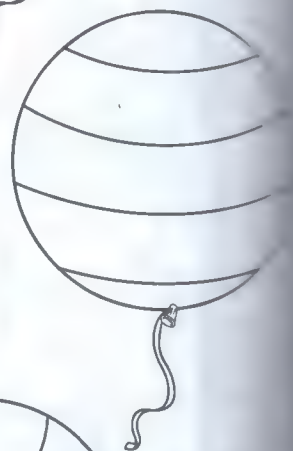
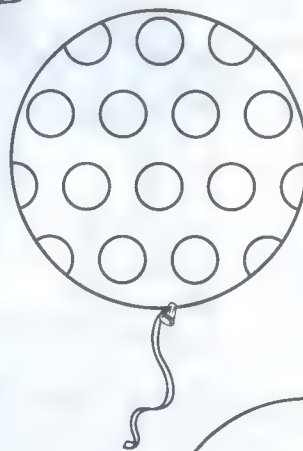
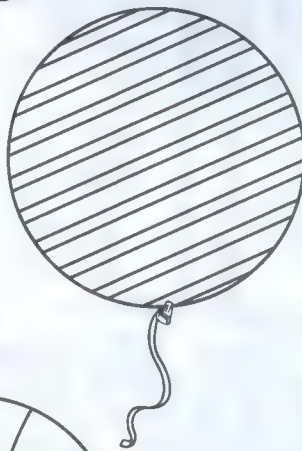
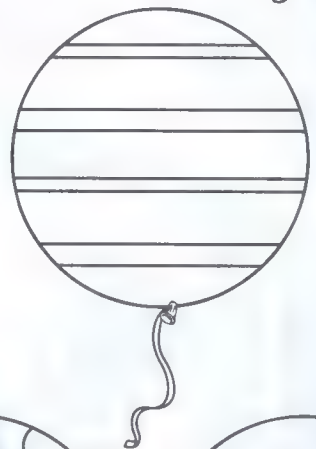
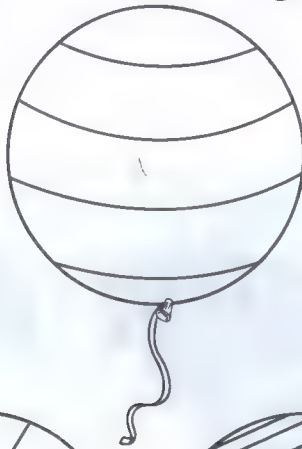
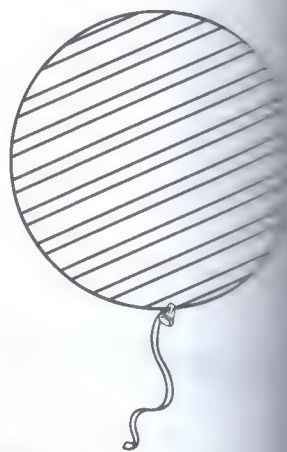
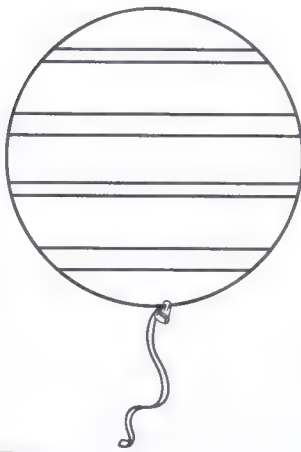
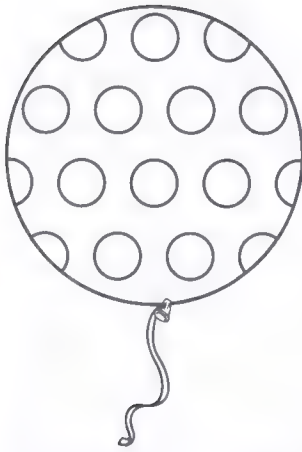


Thomas will help Hiro in secret.
If Hiro is found before he's fixed,
he'll be sent to the scrap yard!

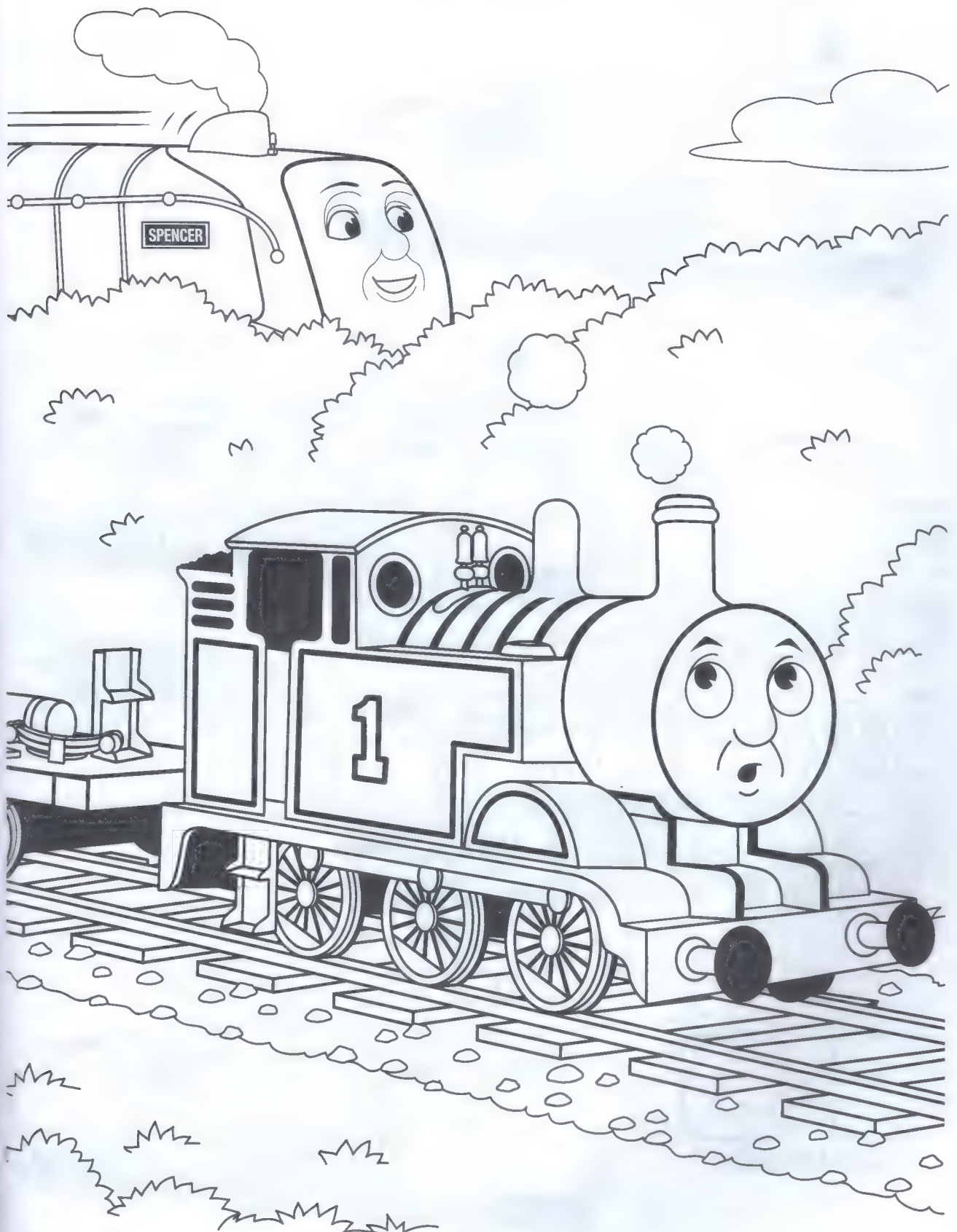


Balloon Buddies

Each balloon has a match—except one. Find and circle it.

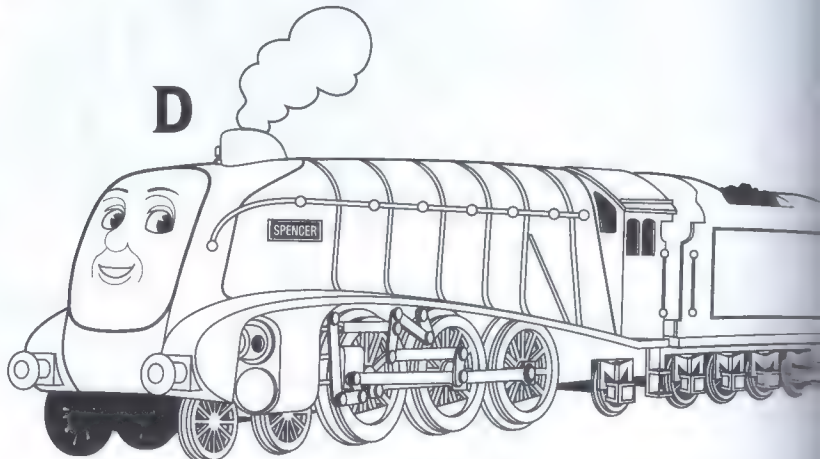
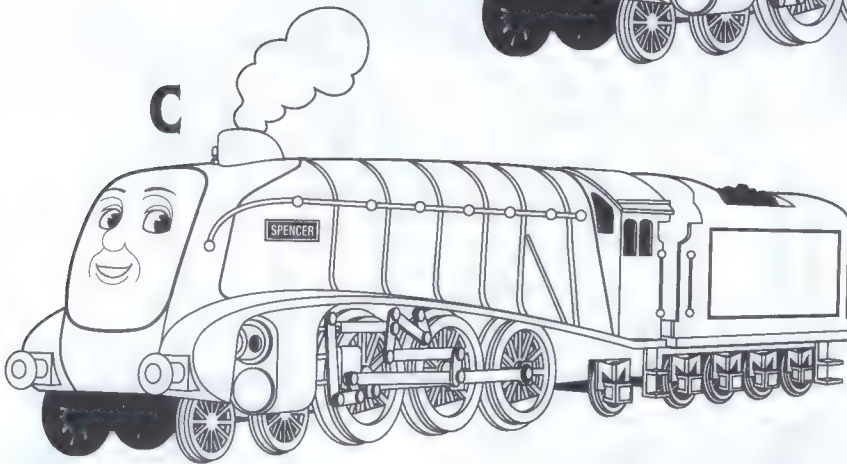
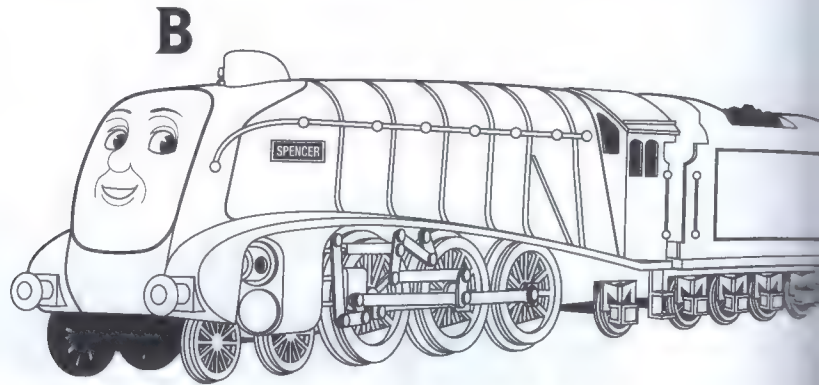
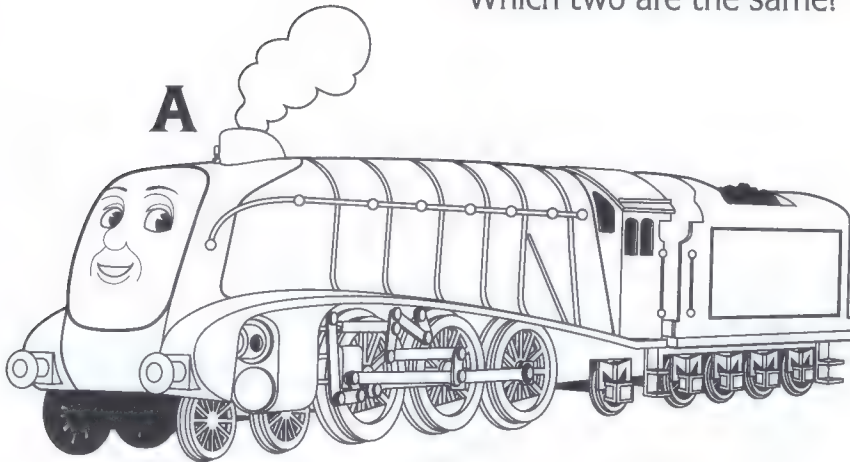


Thomas is worried that Spencer
will see him.



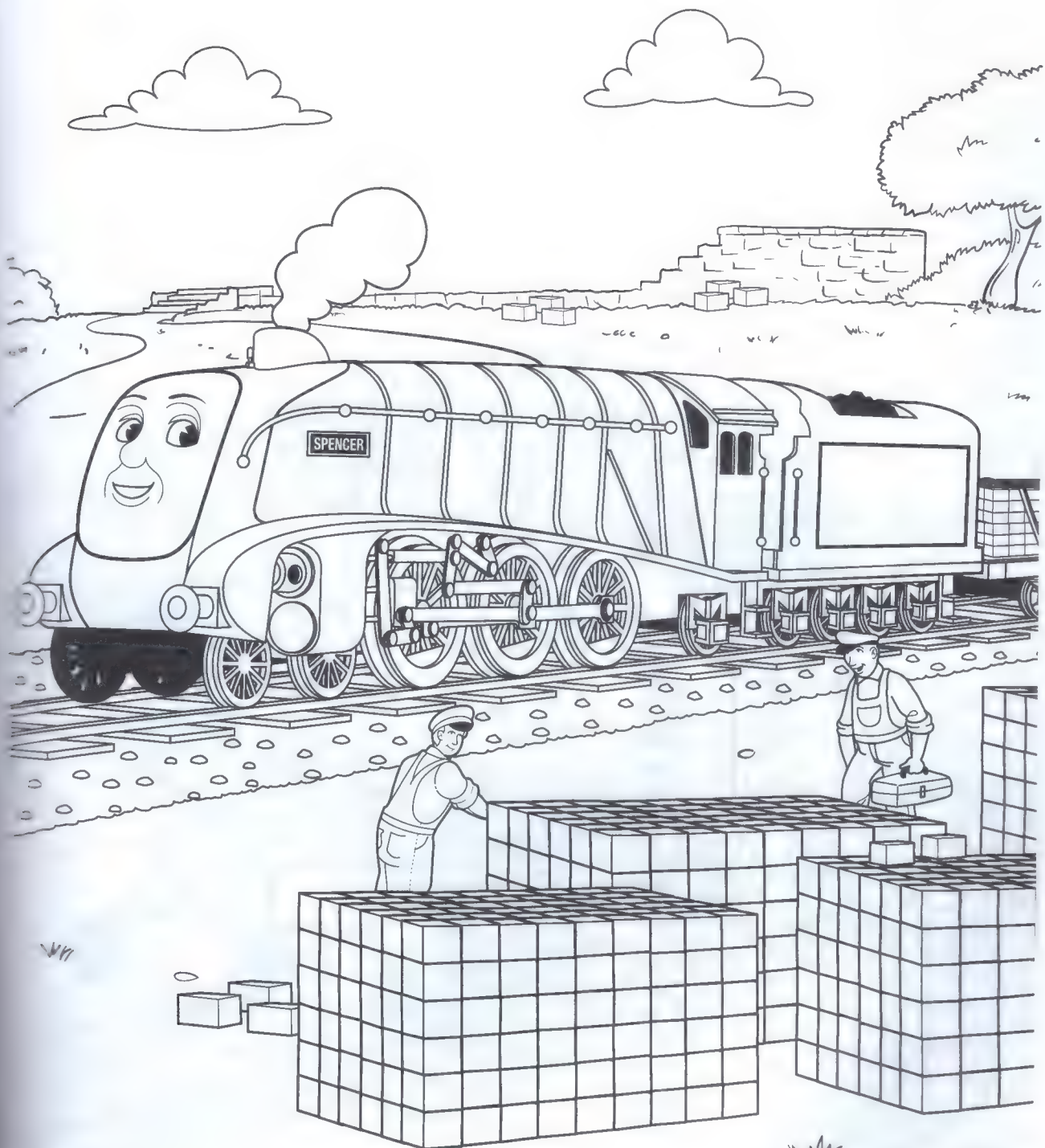
Matching Pairs

Which two are the same?



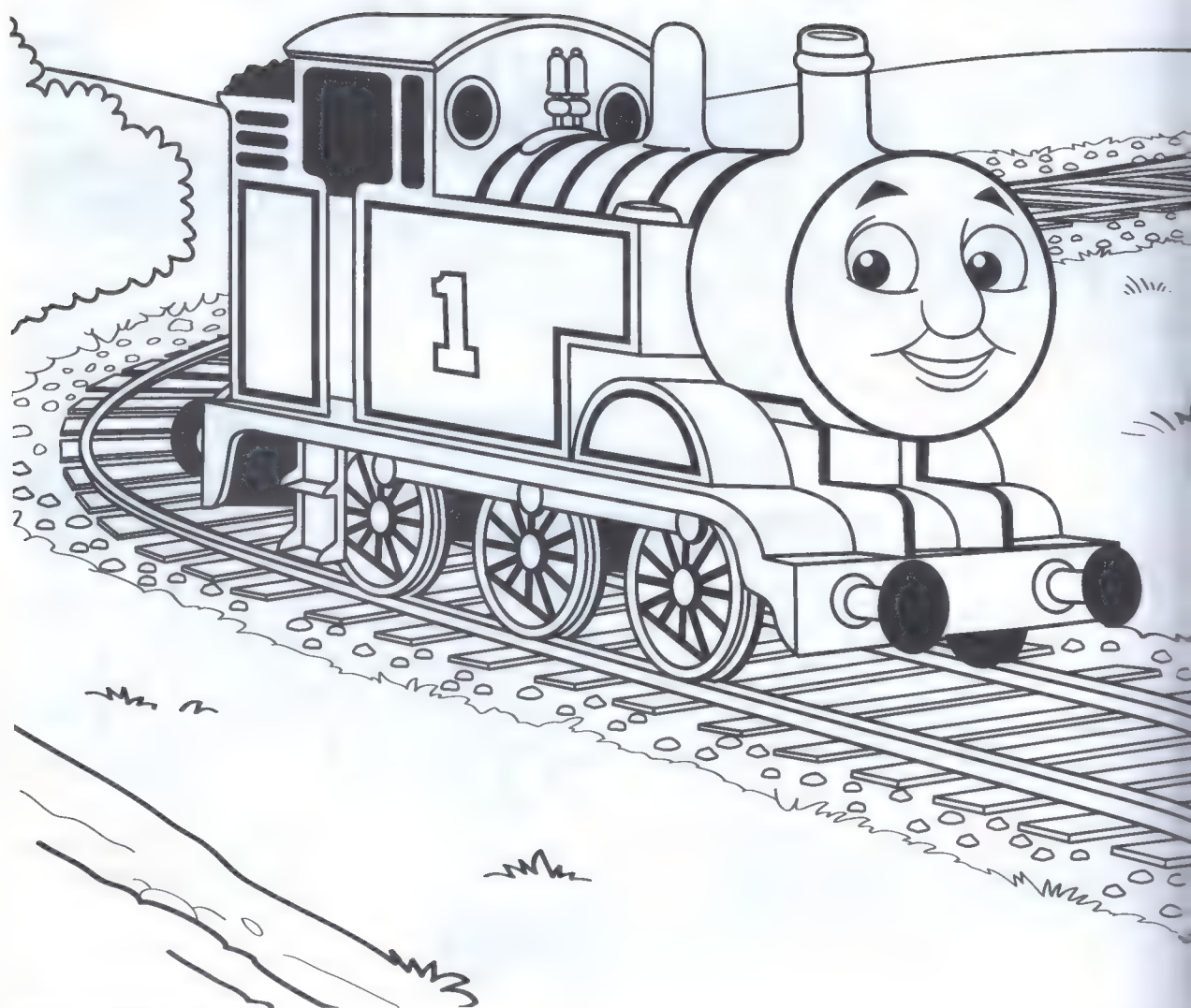
Your Answers

**Spencer is at the Boxford summerhouse.
It's right next to Hiro's hiding place. Uh-oh!**

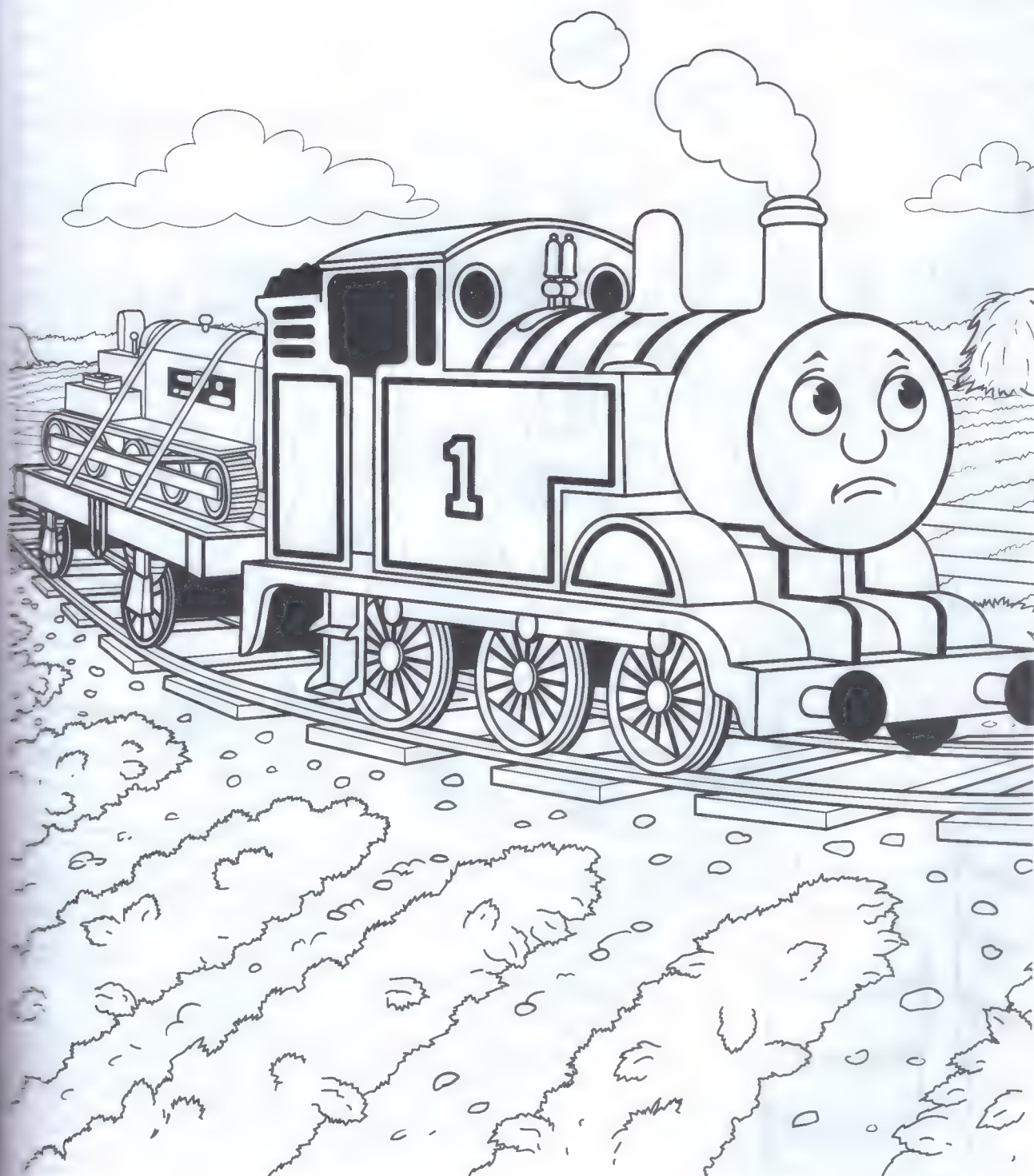


Full-Steam Ahead!

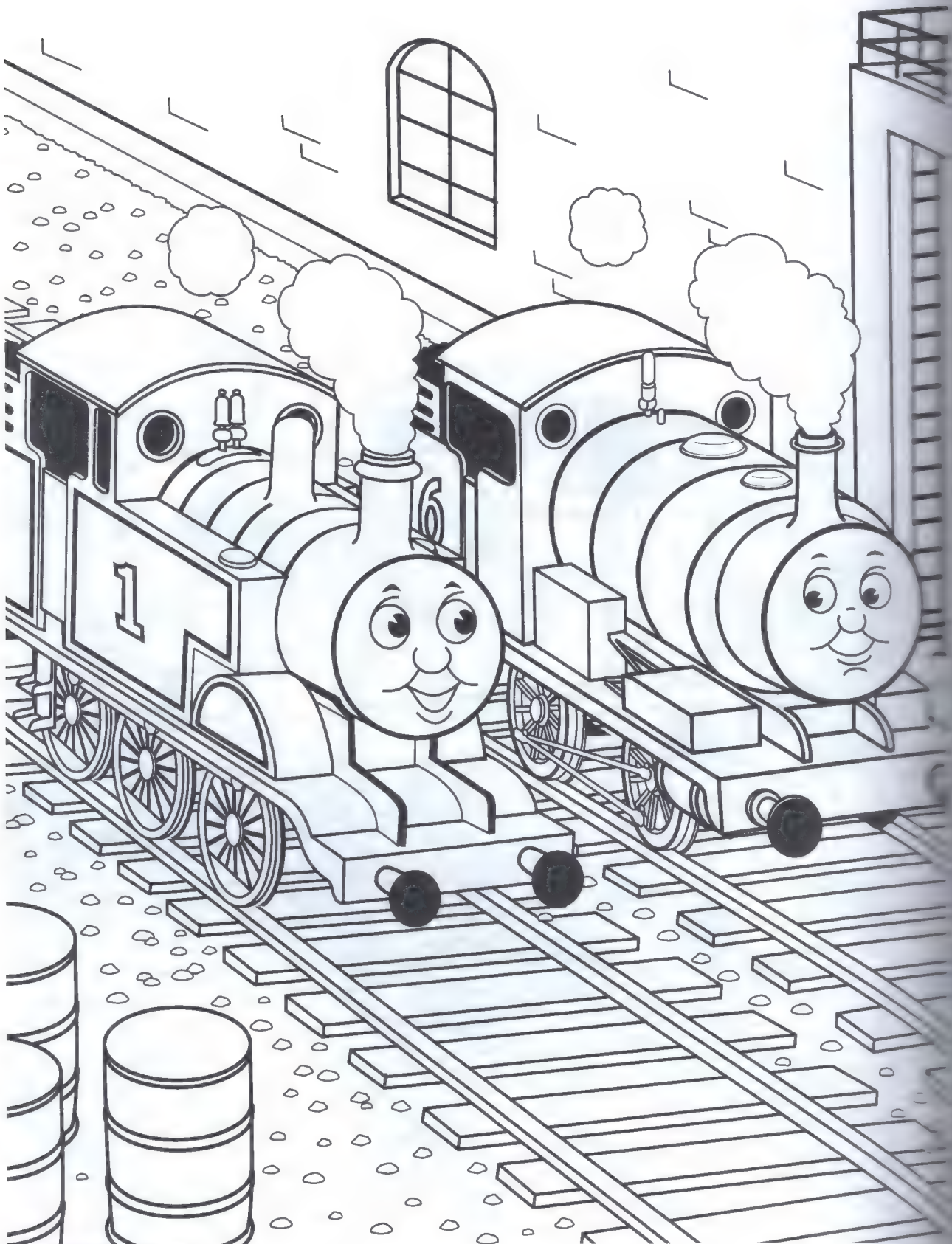
Draw some steam puffing out of Thomas' funnel.



**Thomas is too busy the next day to deliver
Farmer McColl's tractor AND help Hiro all by himself.**

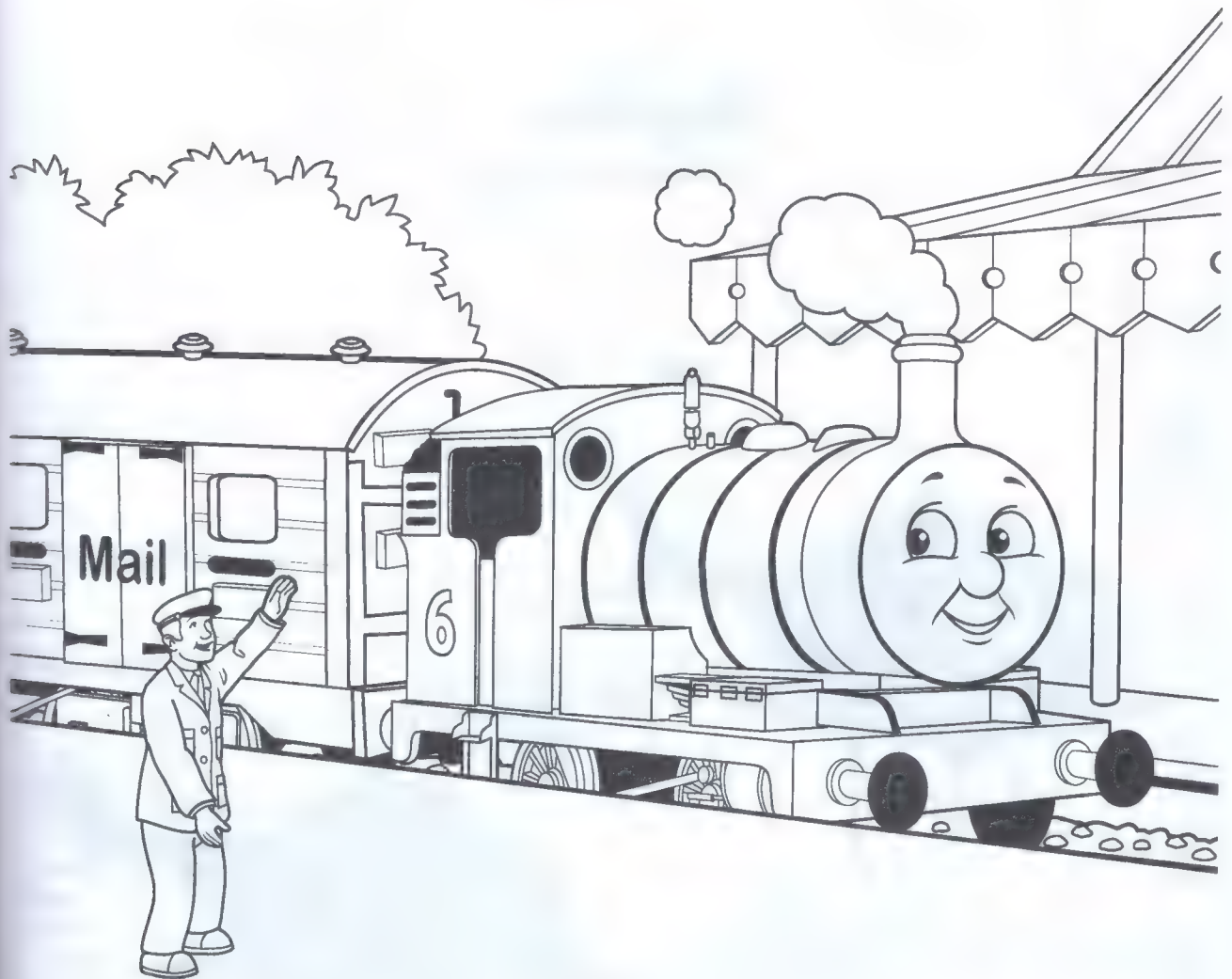


So Thomas tells Percy about Hiro.
Percy is excited to be helping Thomas.



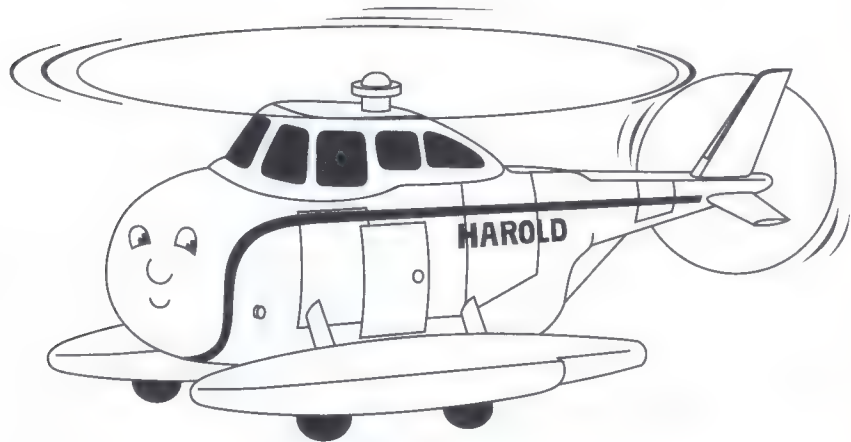
Mail Time!

Time to pick up the mail.
Draw some mailbags for Percy to deliver.

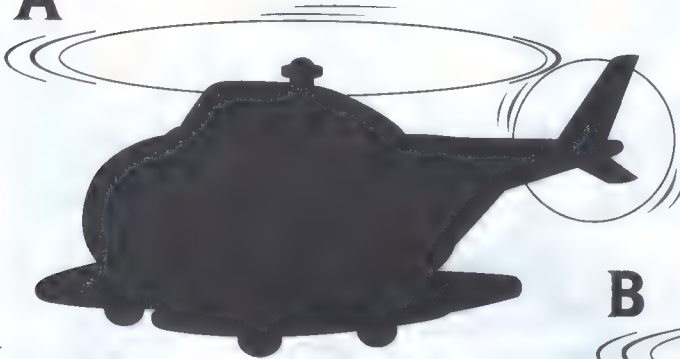


Shadow Match

Which shadow belongs to Harold?



A



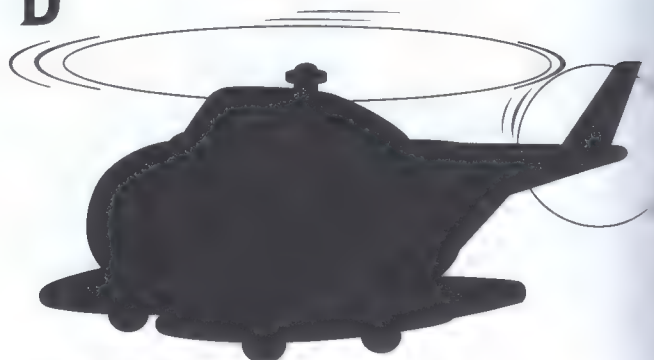
B



C

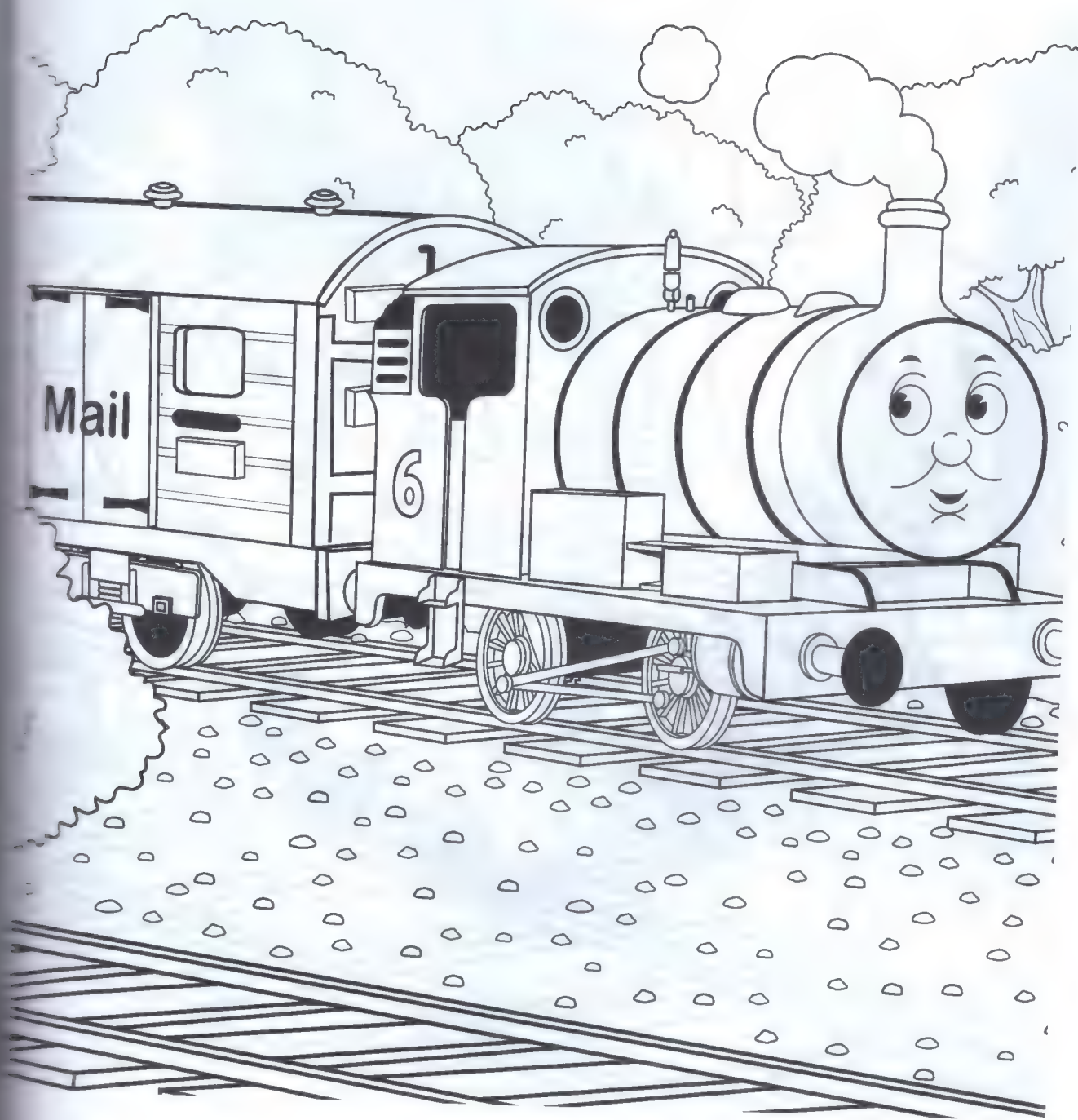


D

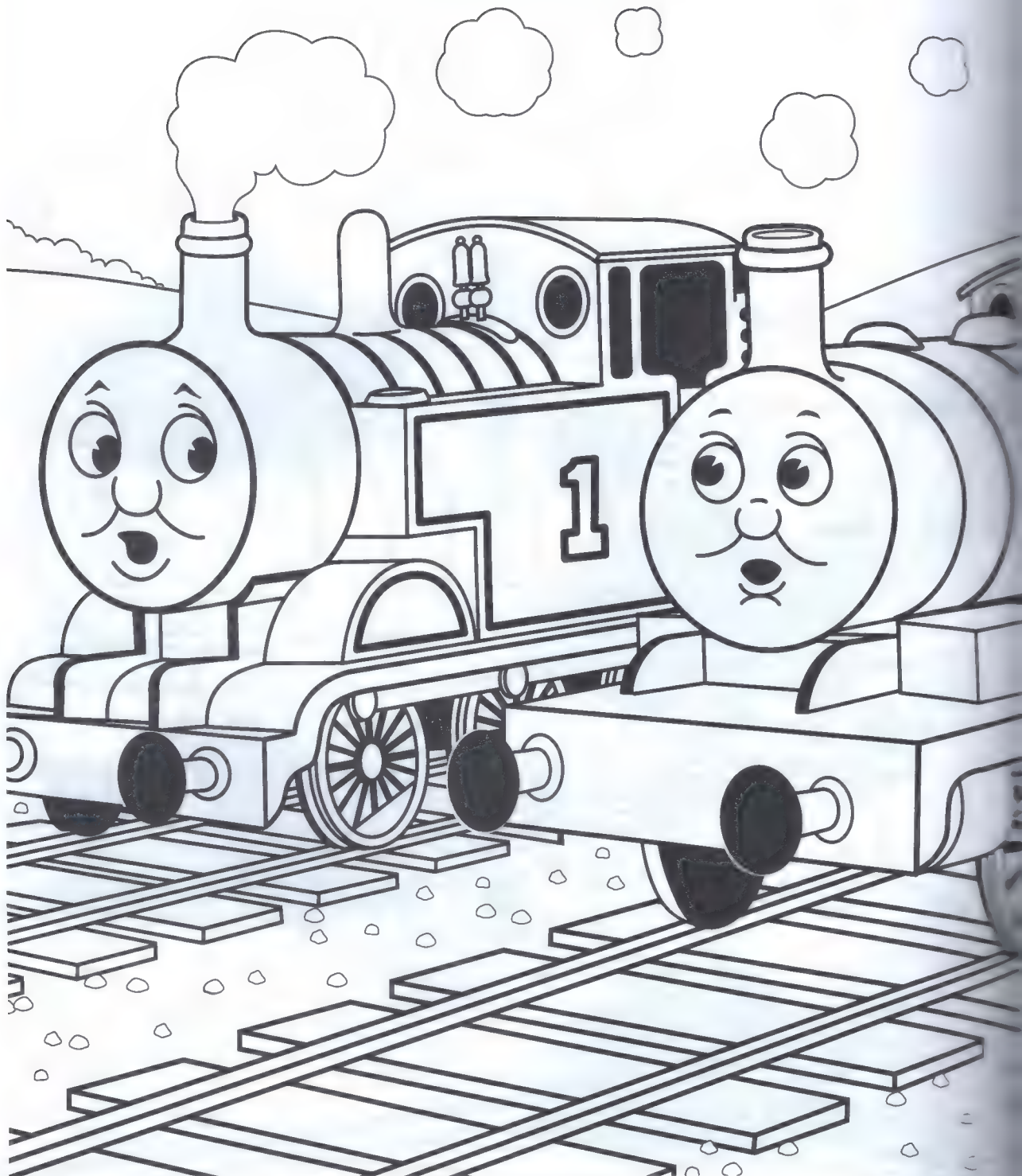


Your Answer

Percy will take the tractor to Farmer McColl.
First he must hide his mail delivery!



Percy can't remember
where he hid his mail cars!

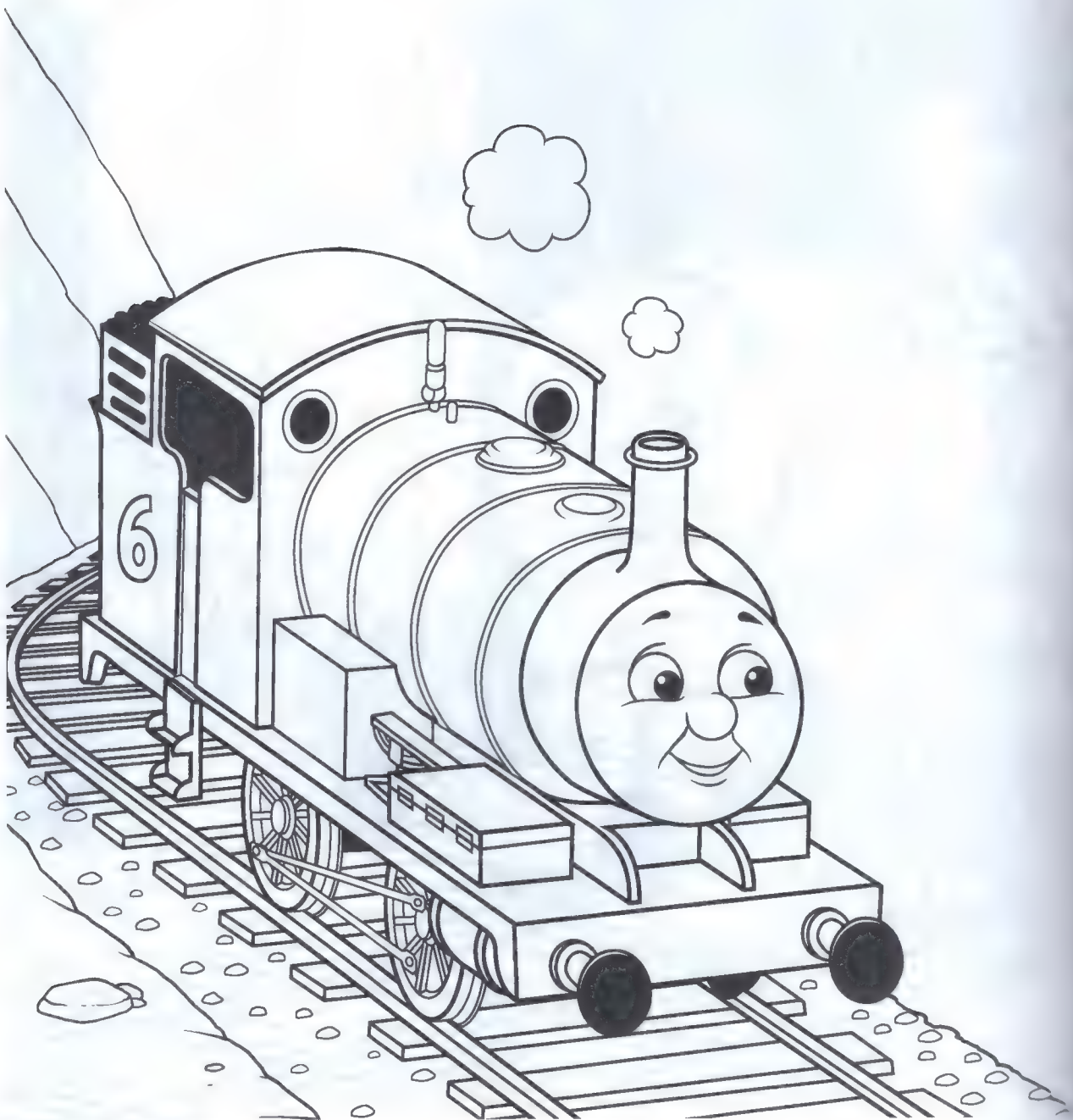


Sir Topham Hatt is scolding Percy for doing Thomas' work and losing the mail cars.

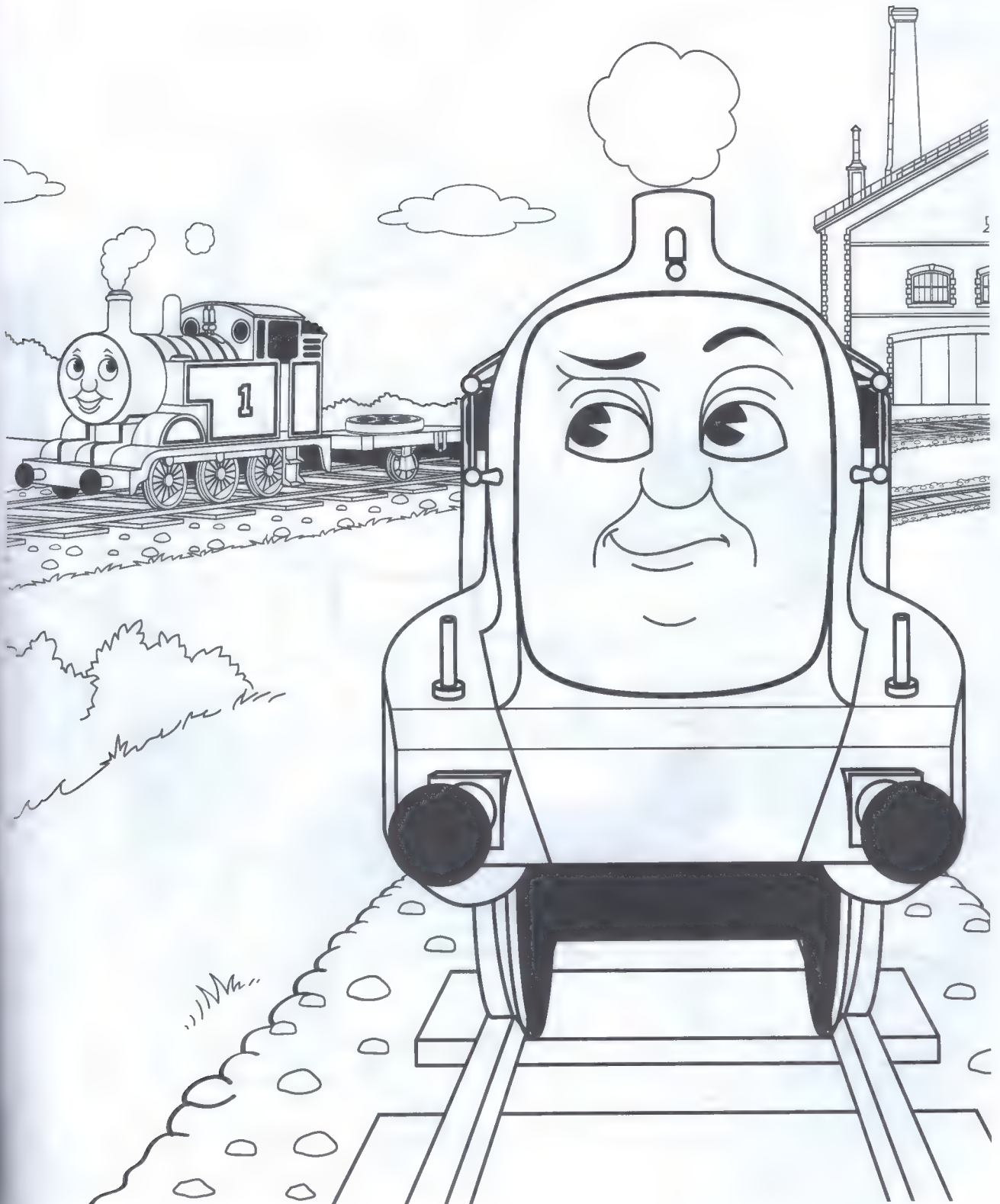


Percy is a bright green engine.

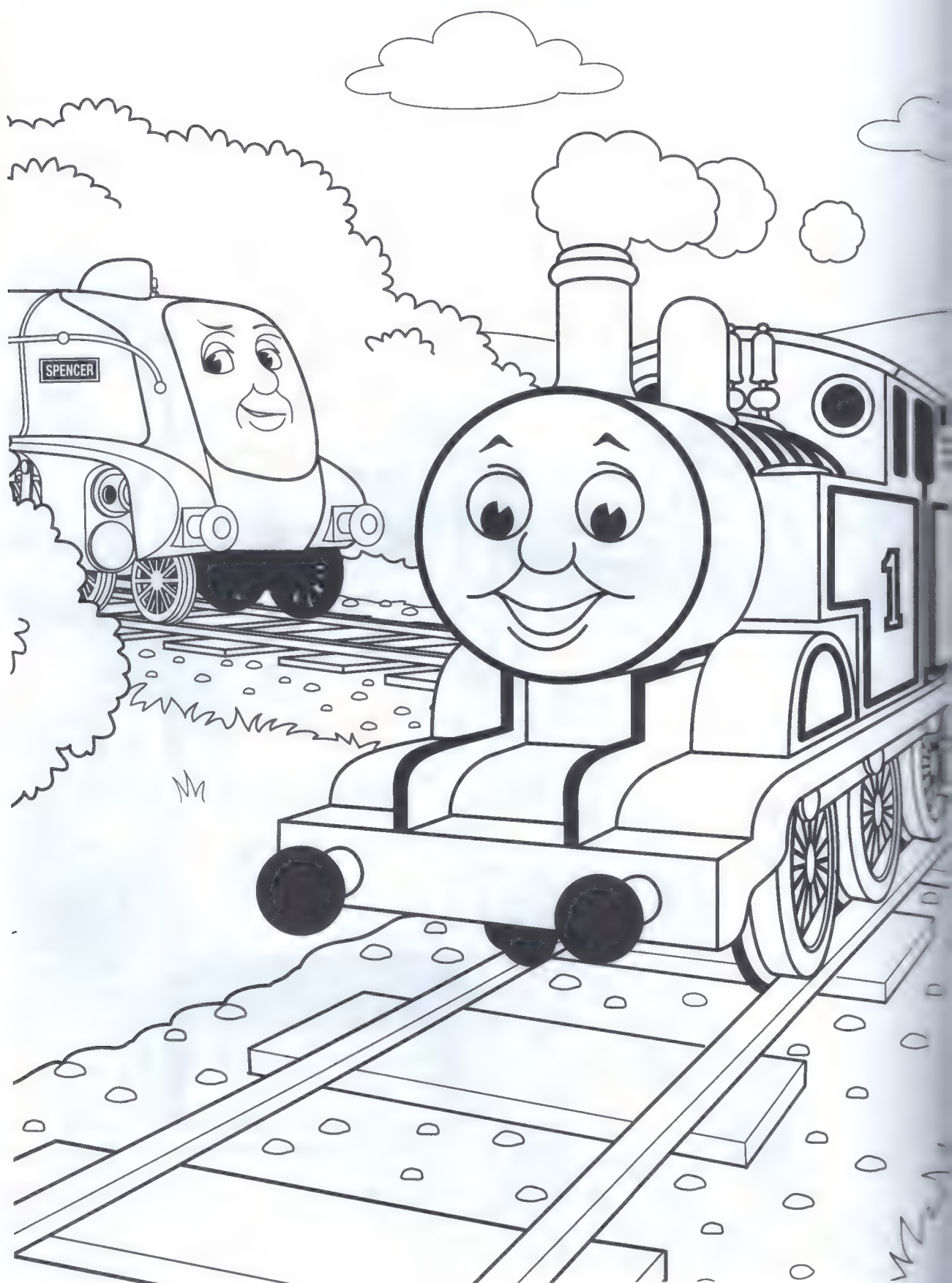
Draw something else that is green.



Spencer has figured out that
Thomas has a secret.

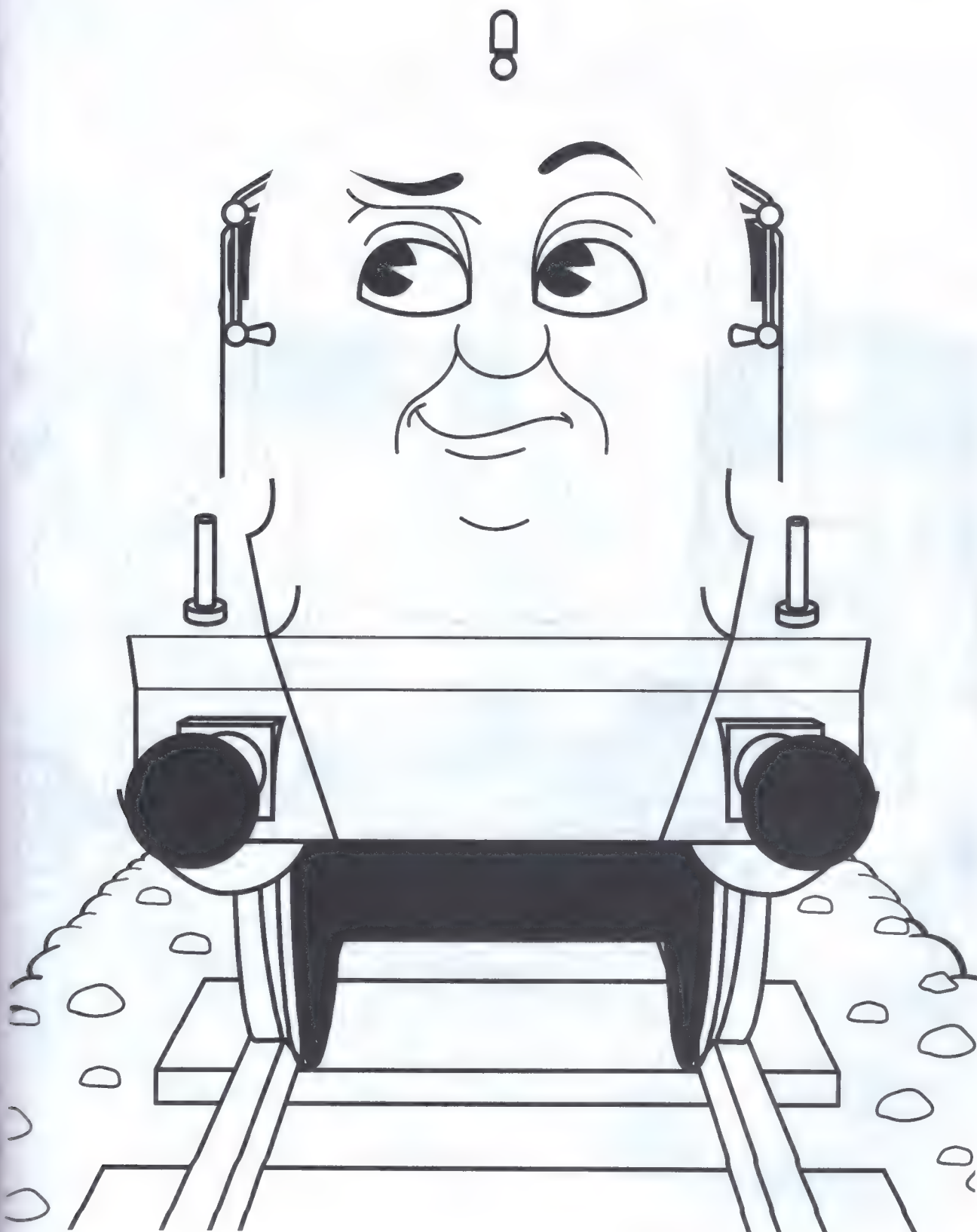


Spencer starts to follow Thomas.

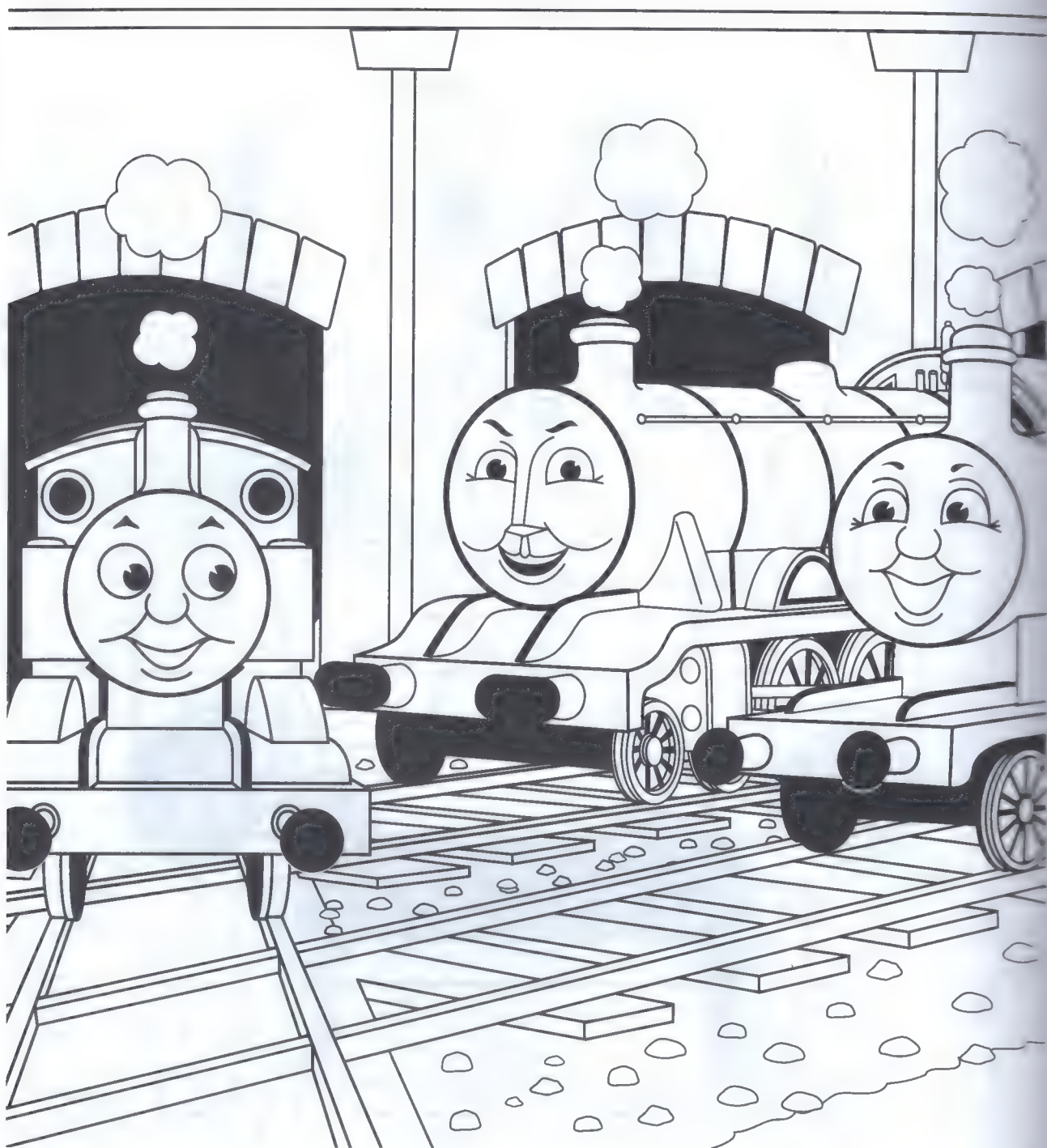


Trace it!

Finish Spencer by tracing the dashed lines.

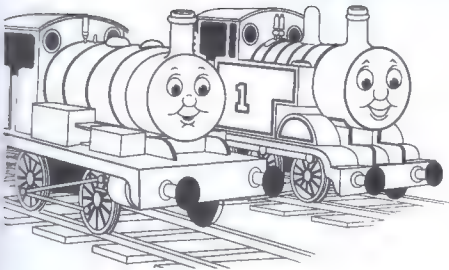


Thomas needs more help,
so he tells his friends about Hiro.

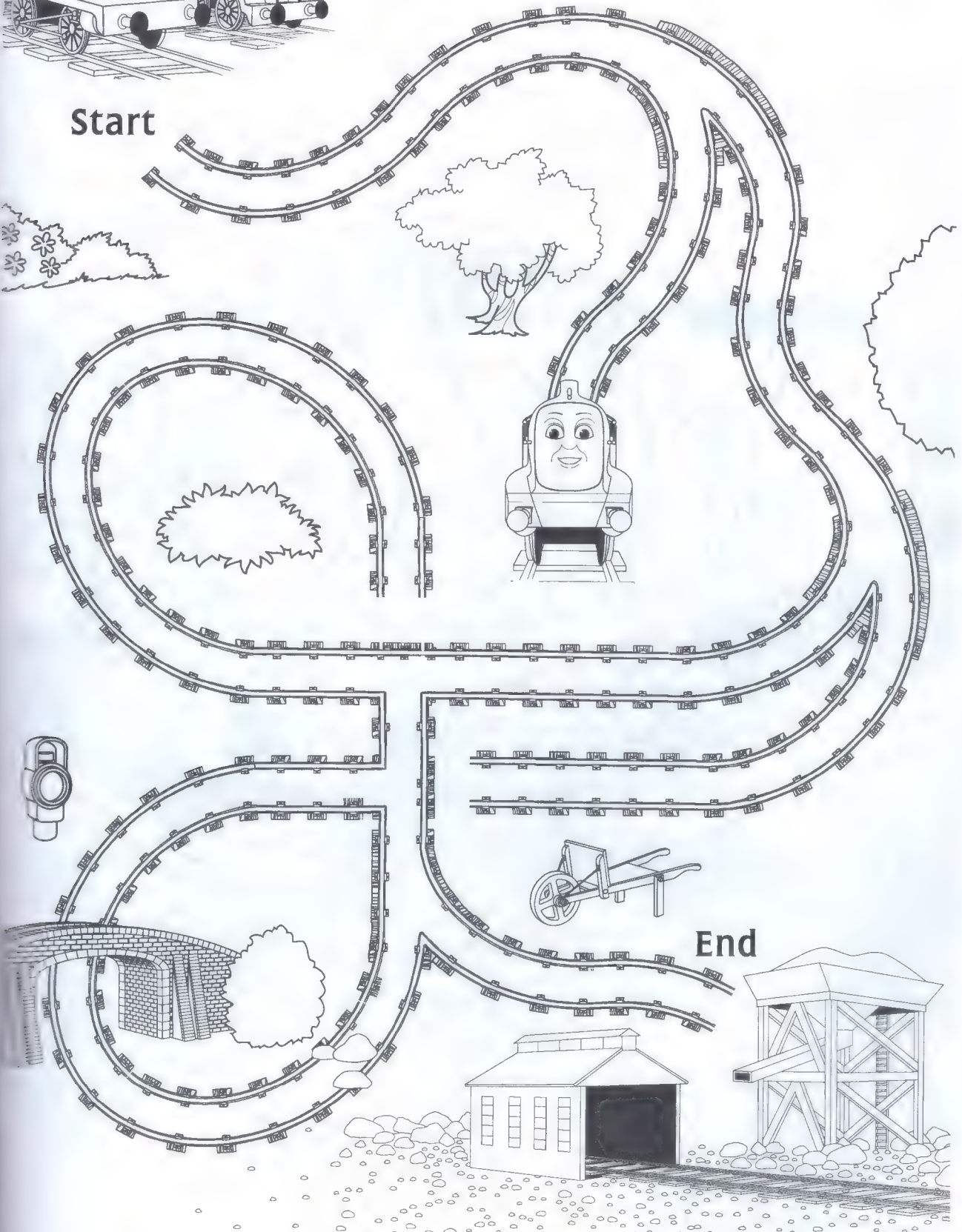


To the Quarry!

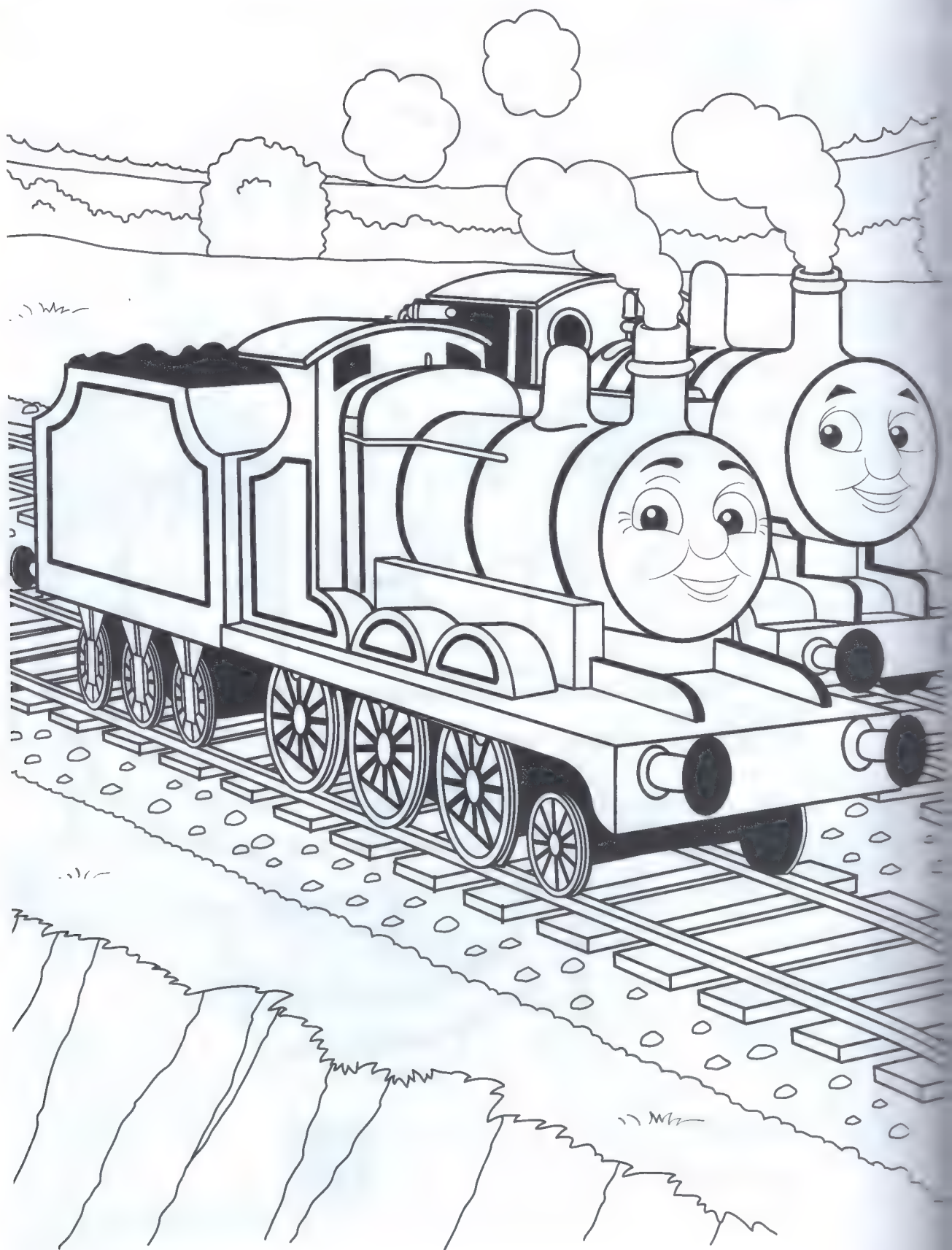
Help Thomas and Percy avoid Spencer and get to the Quarry.



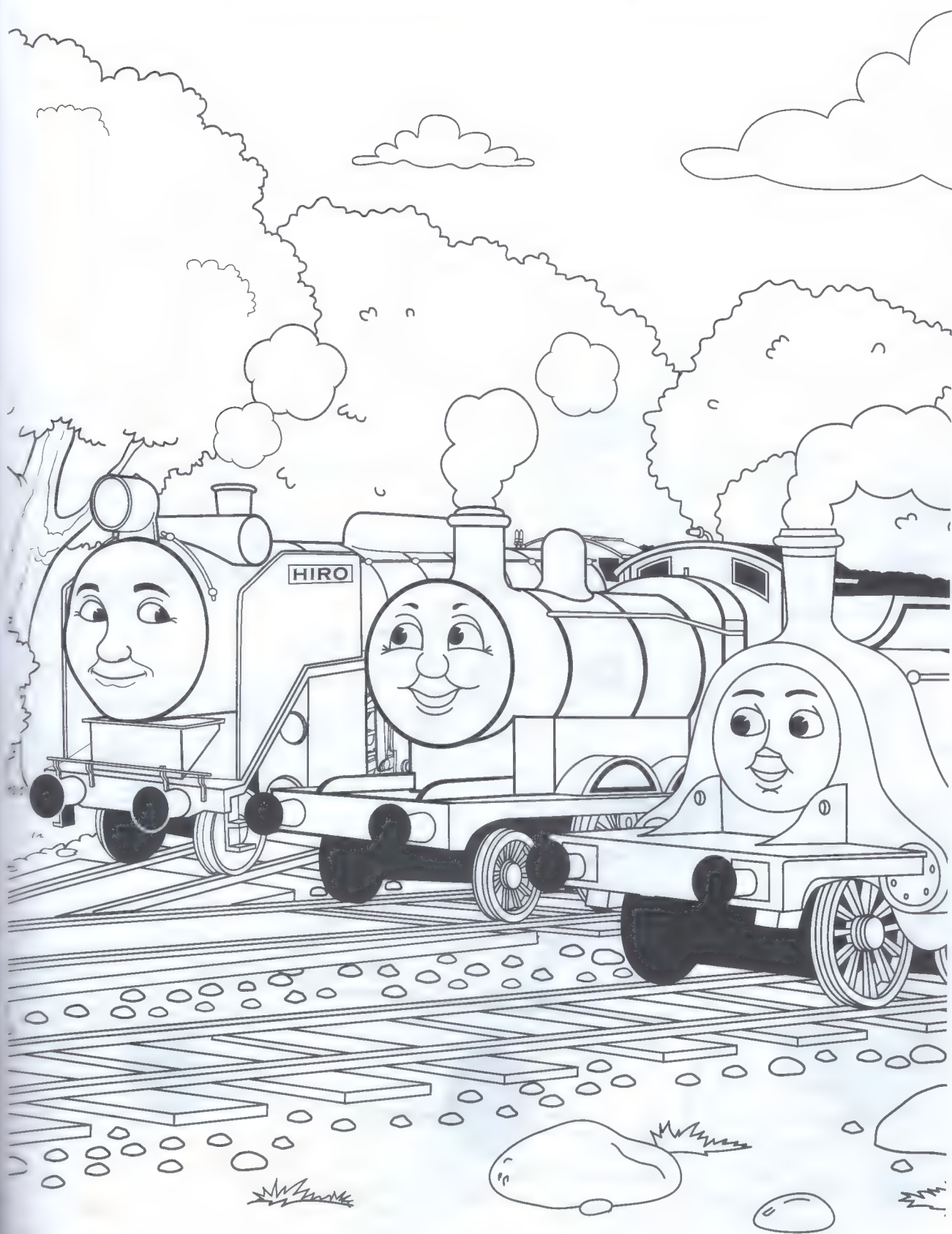
Start



Draw a 5 on James' side.

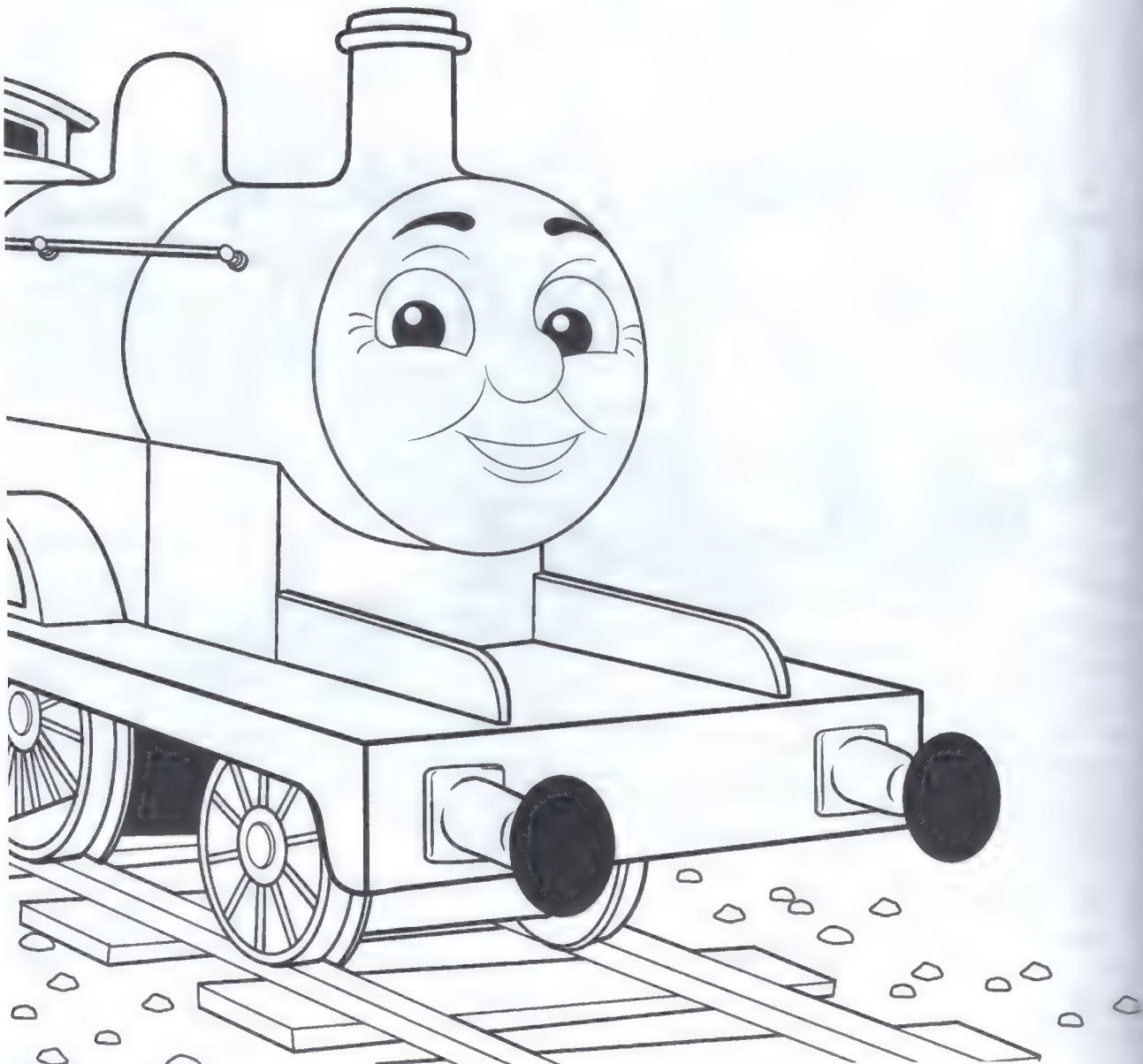


Hiro likes his new friends, but they remind him
of his old friends from home. He feels sad.



James is shiny and red.

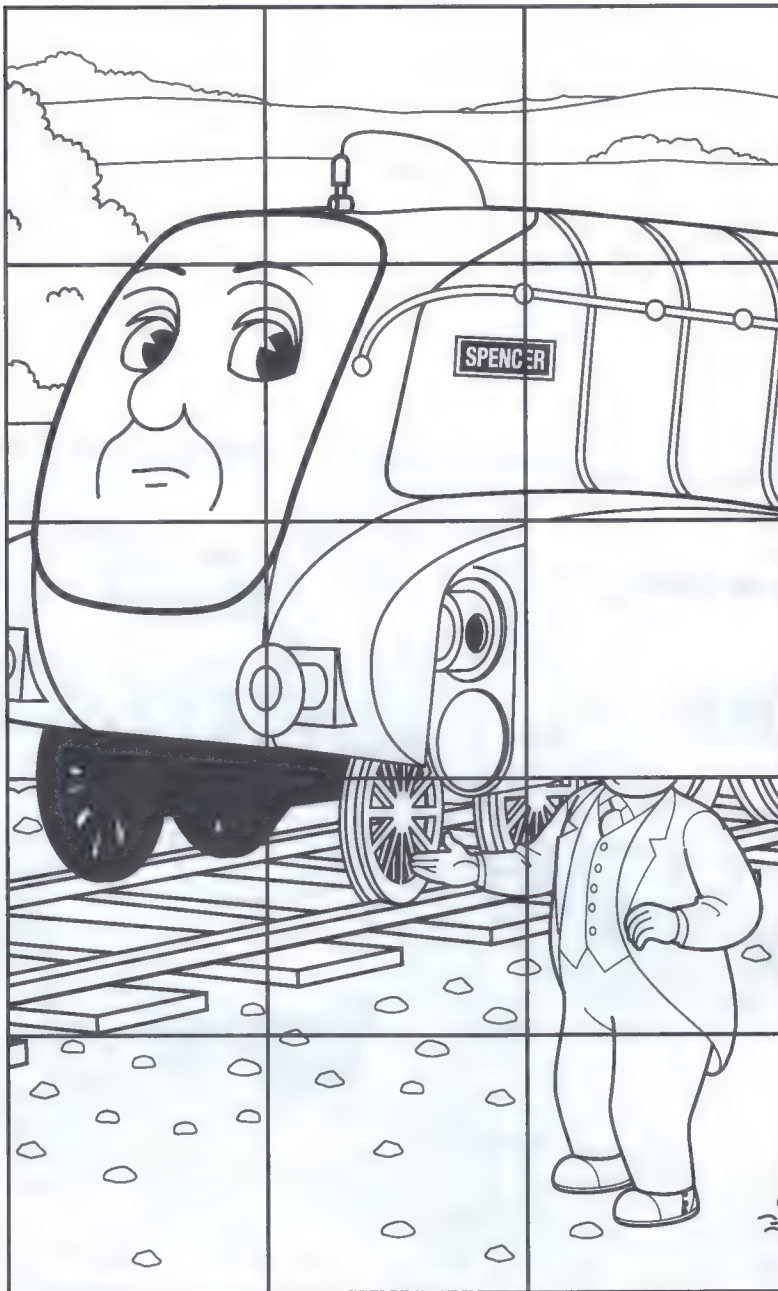
Draw something else that is red.



Spencer finds the missing mail cars!



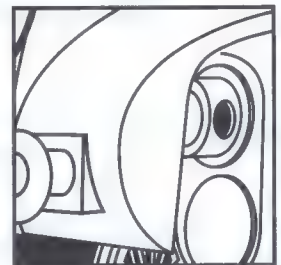
Which piece finishes the picture?



A



B



C



D

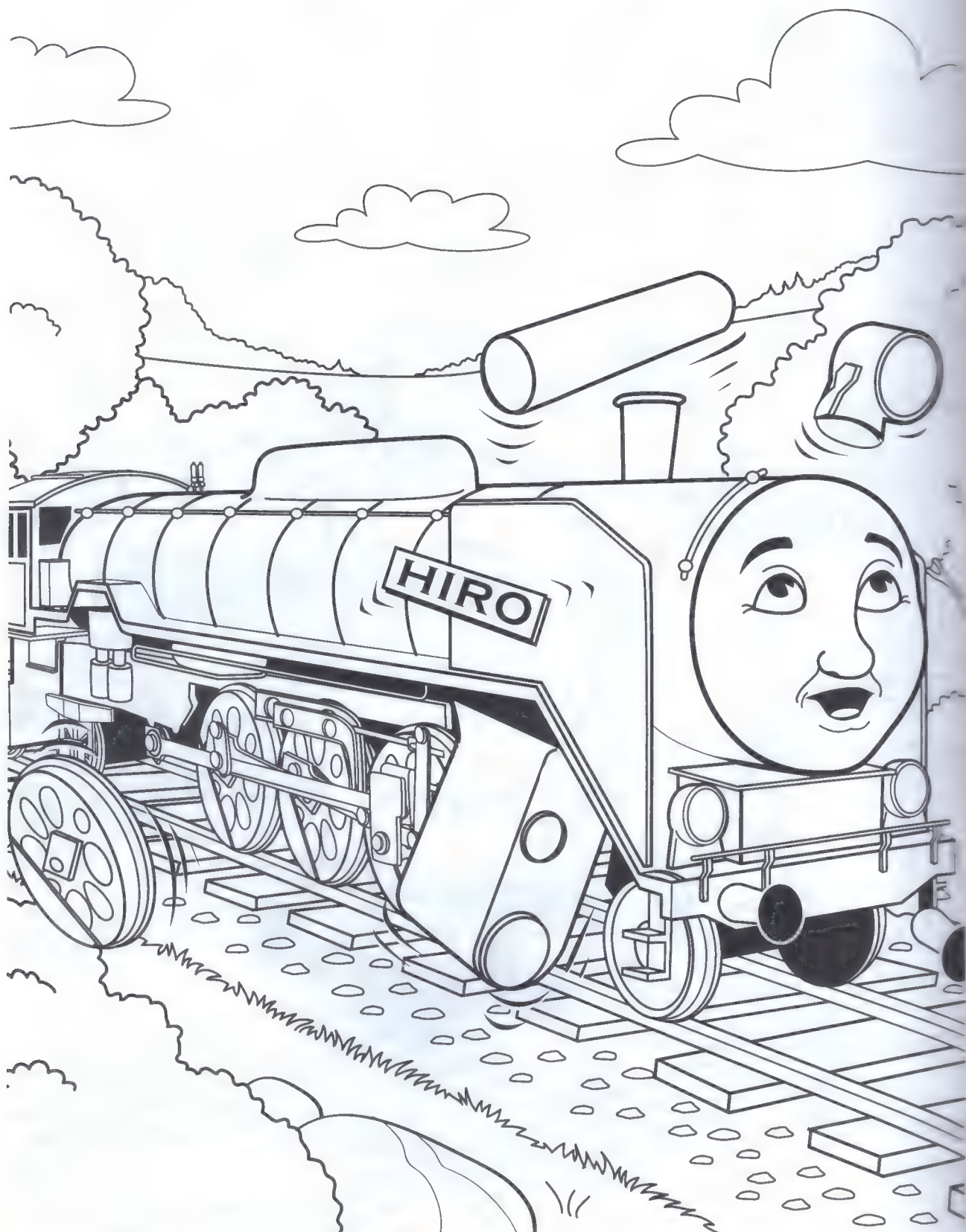


Your Answer

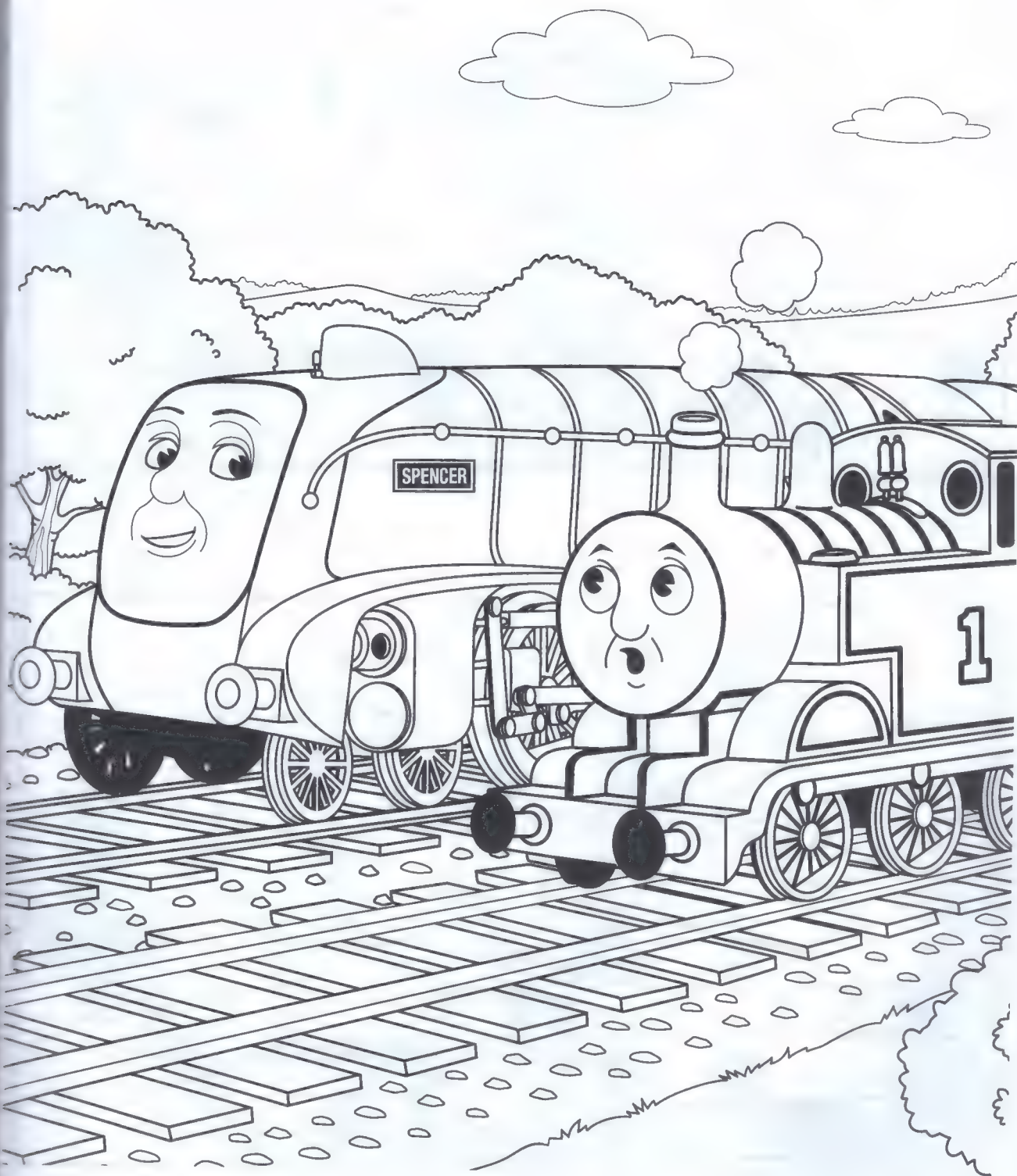
One more part to go
and Hiro will be all fixed!



**Hiro tries to chuff away,
but he starts to break down again!**



Spencer is going to make sure that
Hiro gets sent to the scrap yard.



Circle the 5 differences.



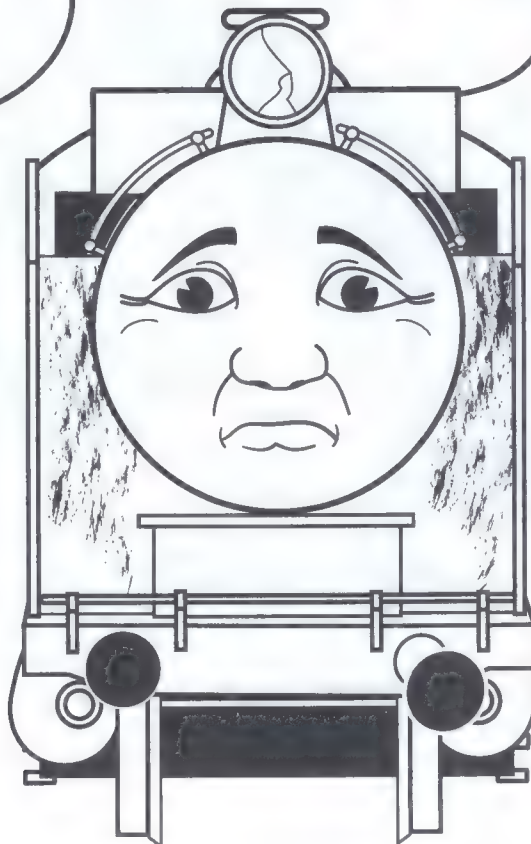
Help Hiro

Which line leads to Hiro?

A

B

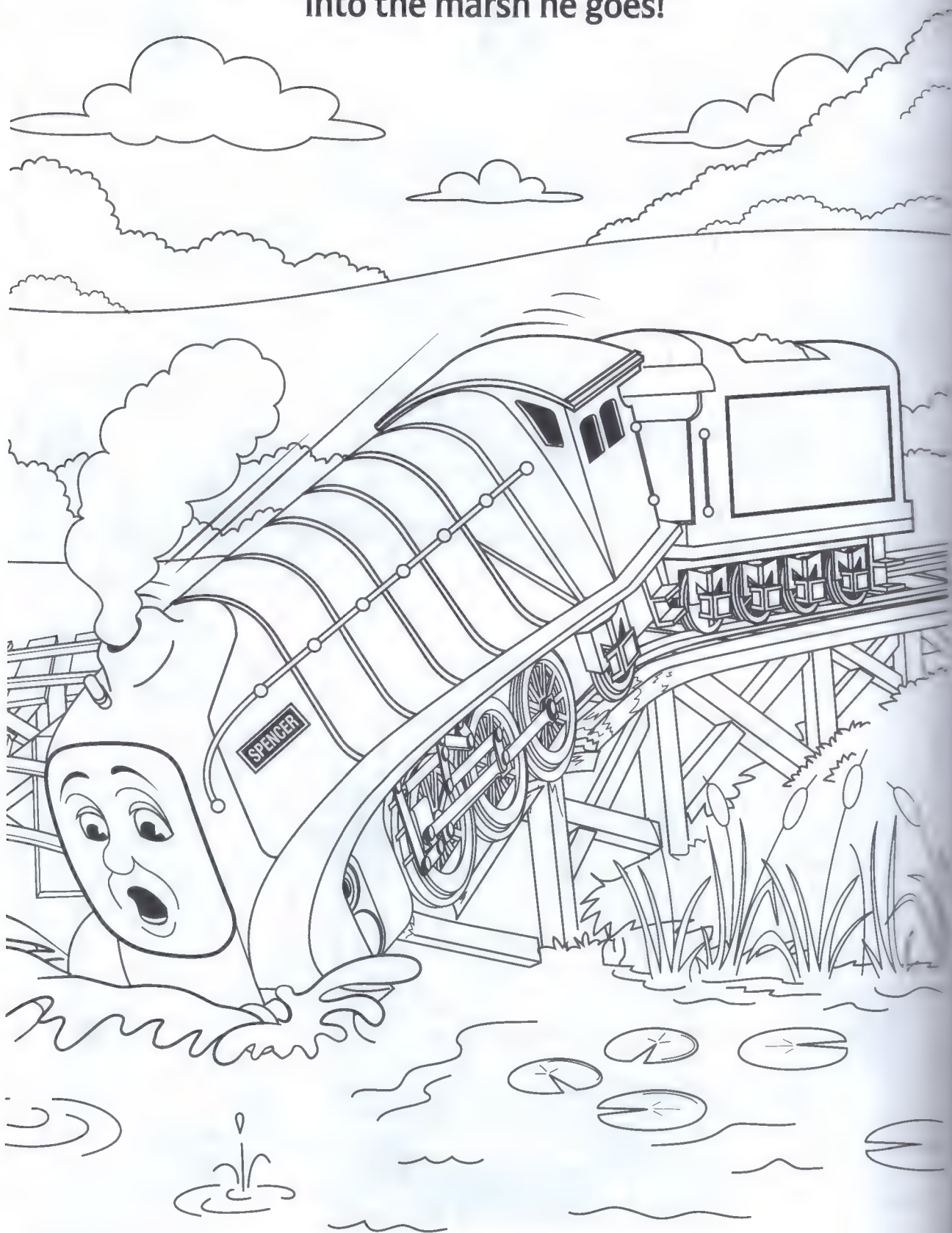
C



Your Answer

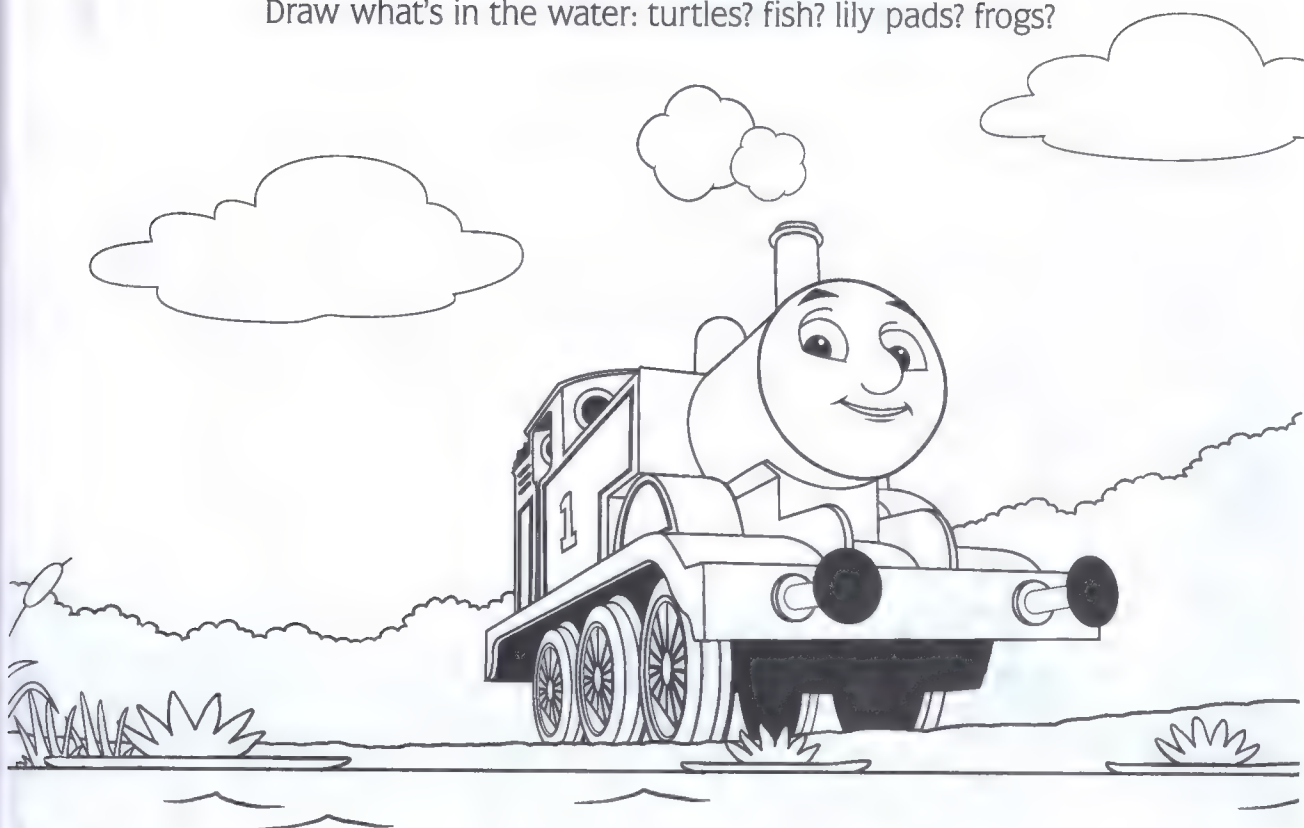
Answer: C

**Spencer follows Thomas across some very
old tracks. He's too big and heavy—
into the marsh he goes!**

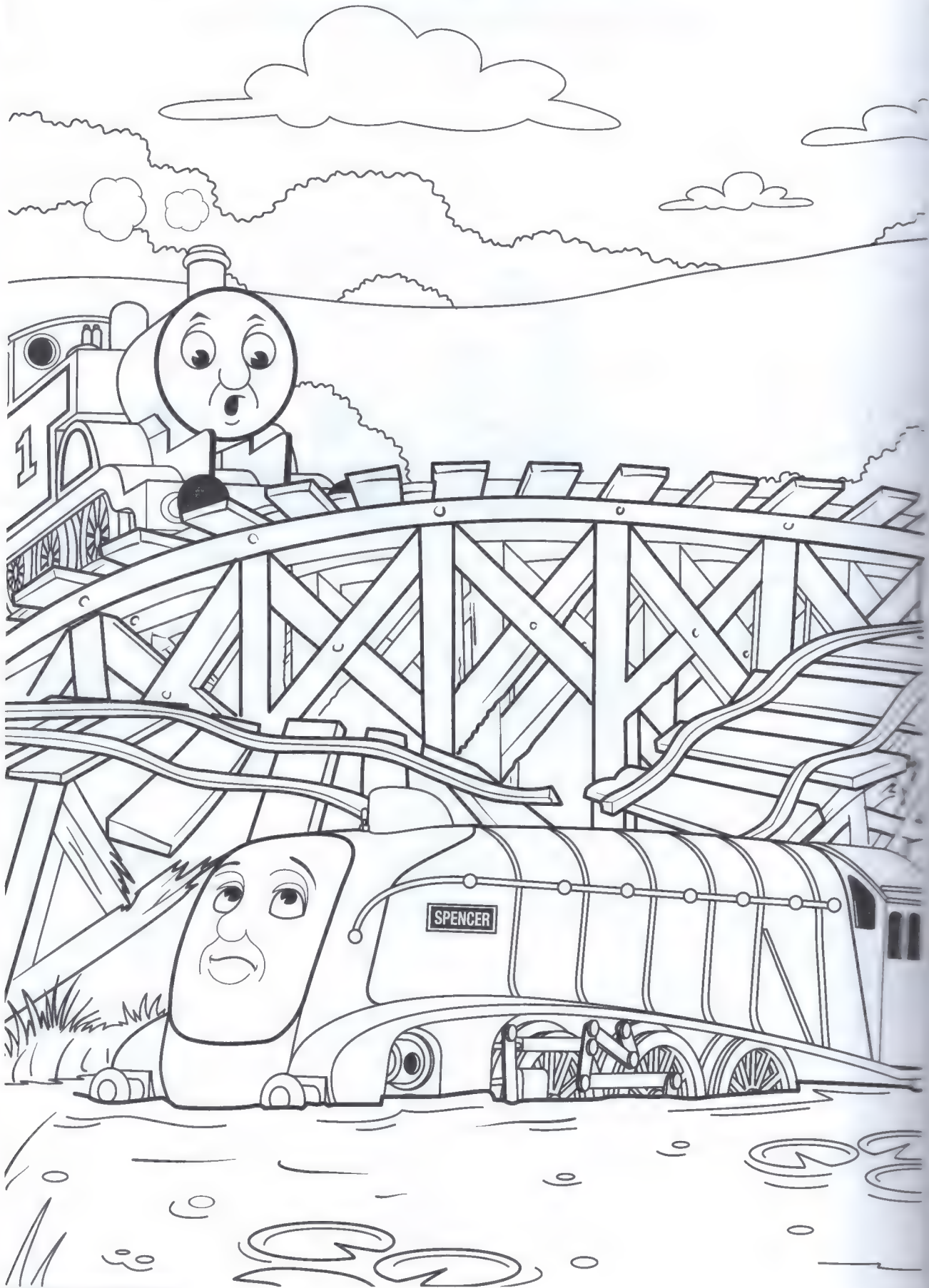


Marsh Madness

Draw what's in the water: turtles? fish? lily pads? frogs?

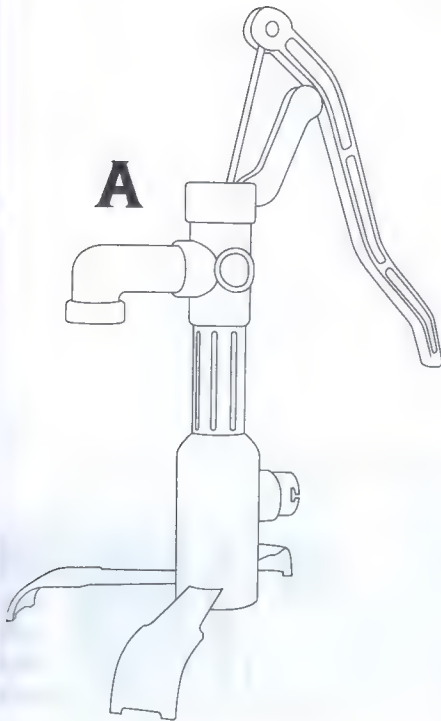


"I'll get help, Spencer!"

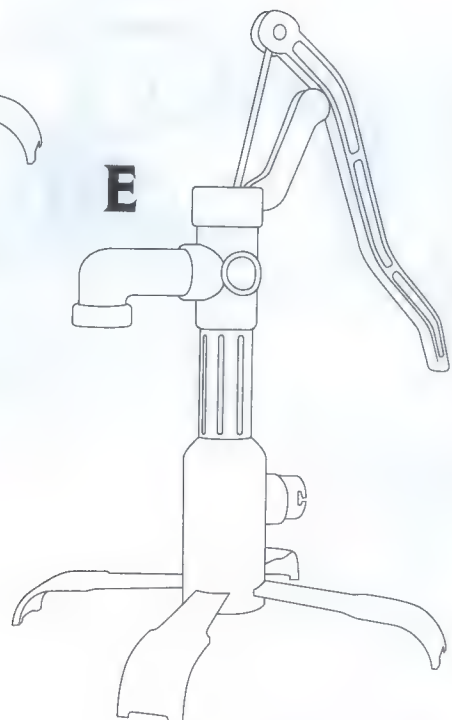
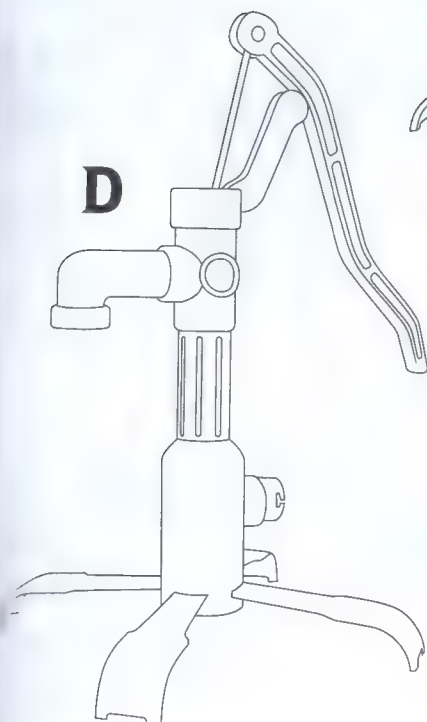
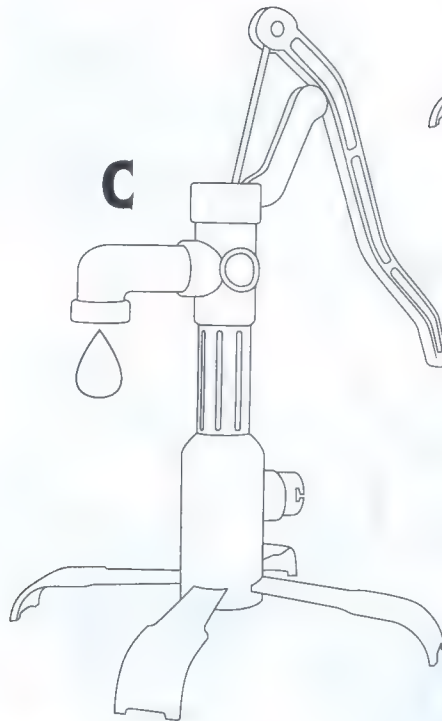
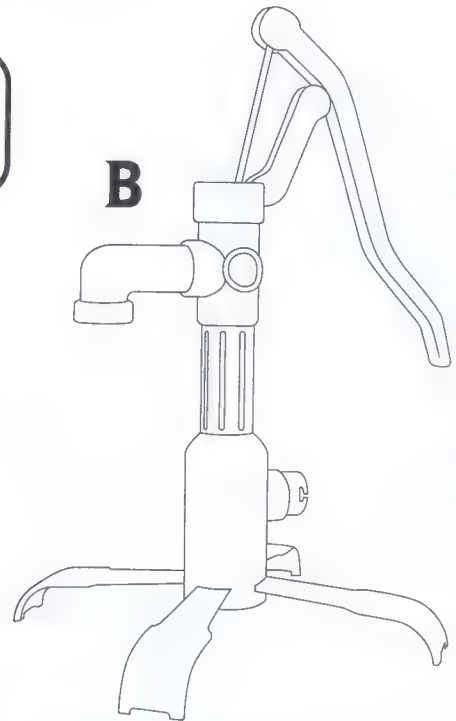


Matching Pairs

Which two water pumps are the same?

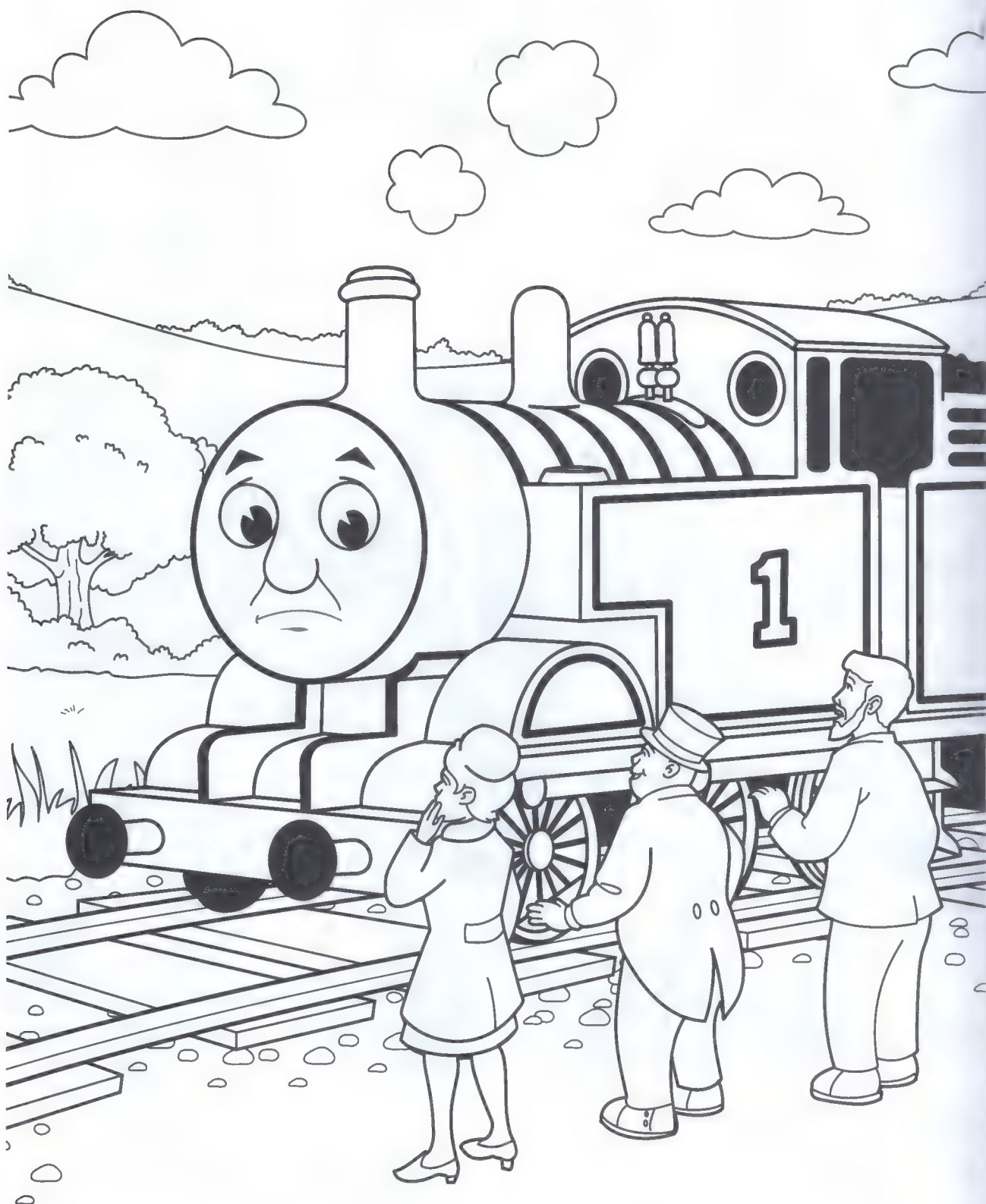


&
Your Answers

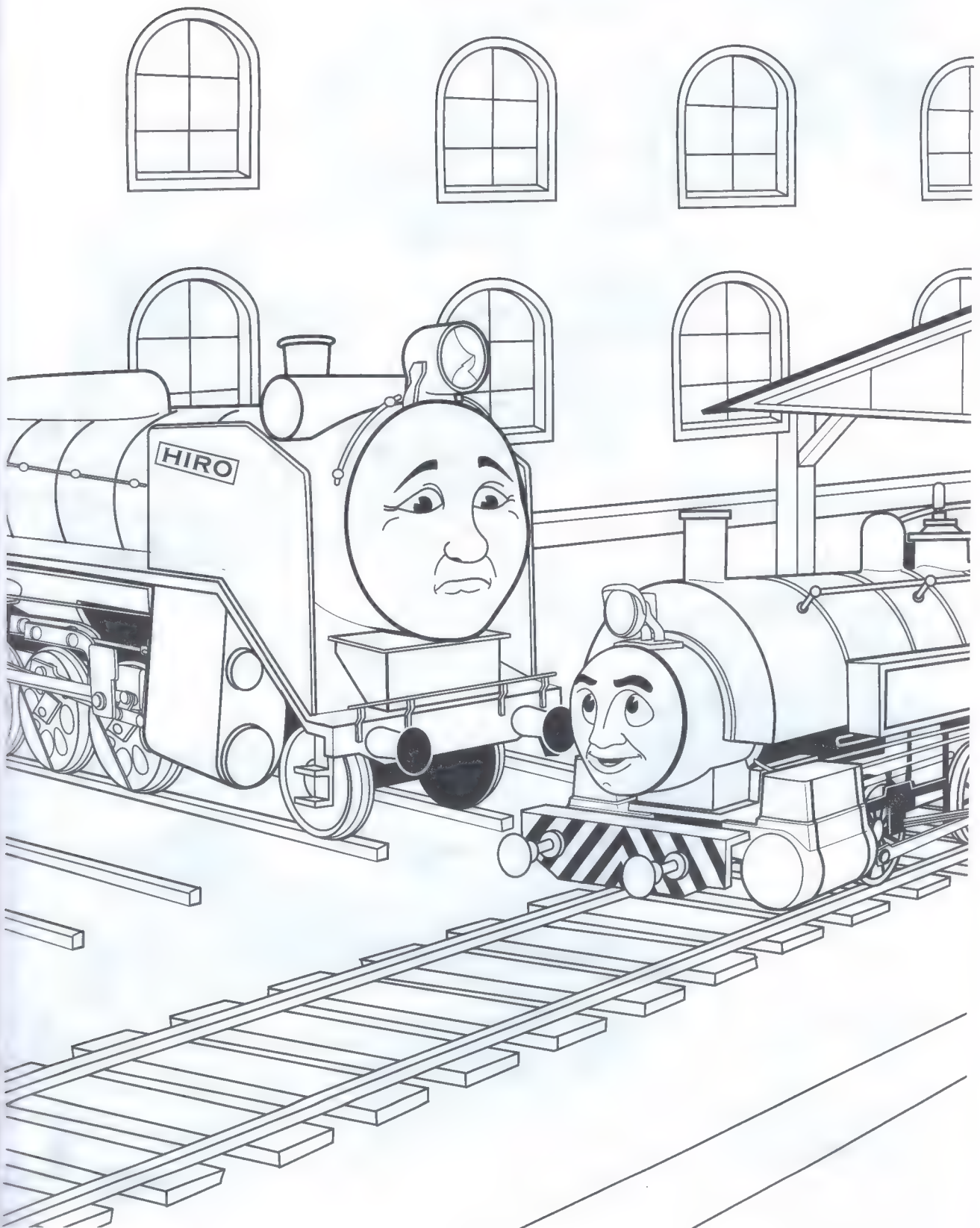


Answer: D & E

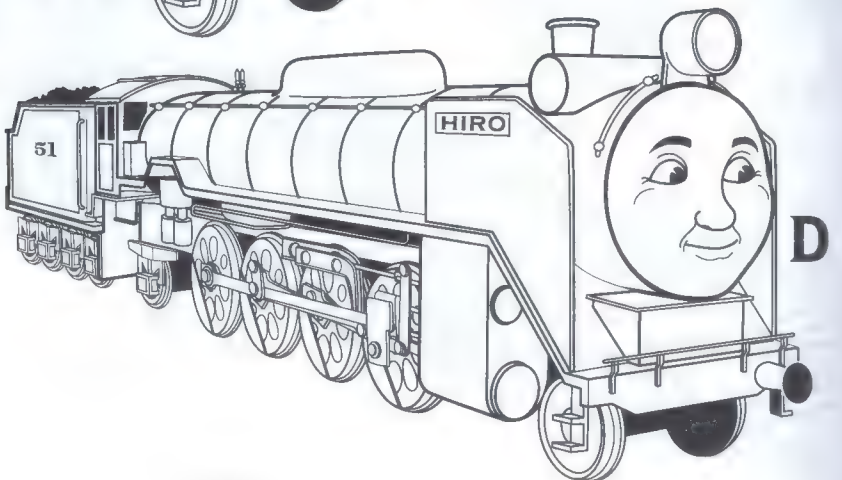
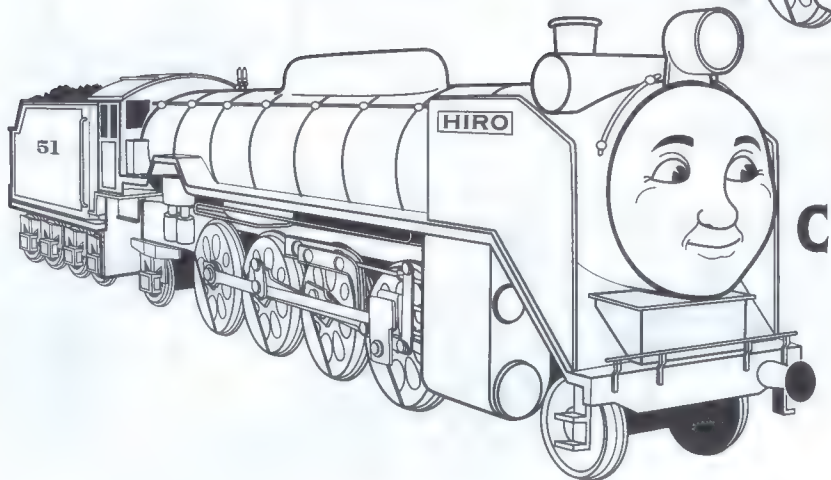
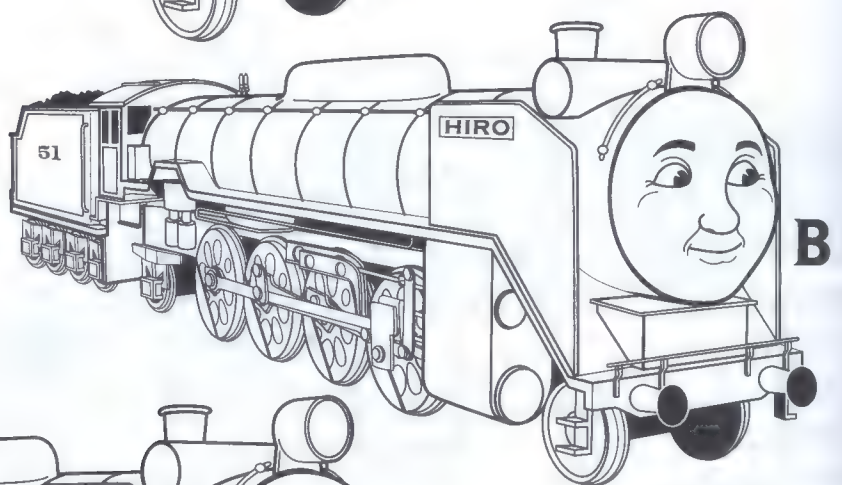
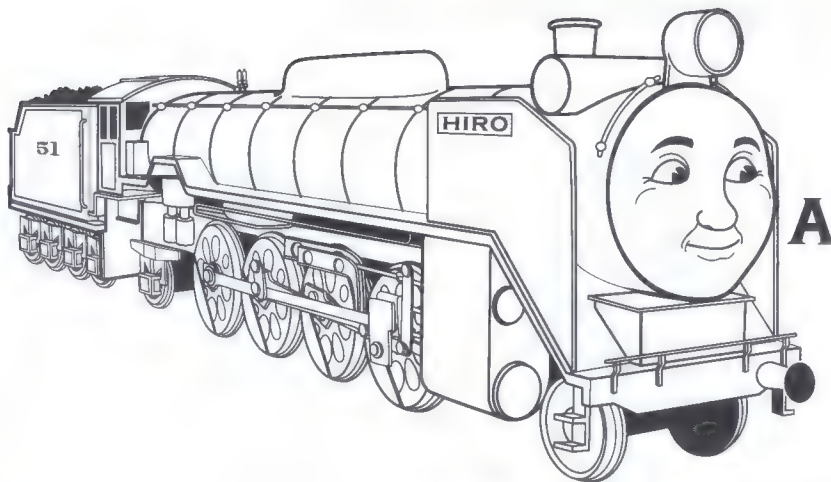
Thomas tells the Duke and Duchess
and Sir Topham Hatt about Hiro.



**Sir Topham Hatt says that Hiro must be
repaired before Spencer is rescued!
Victor will take care of Hiro.**

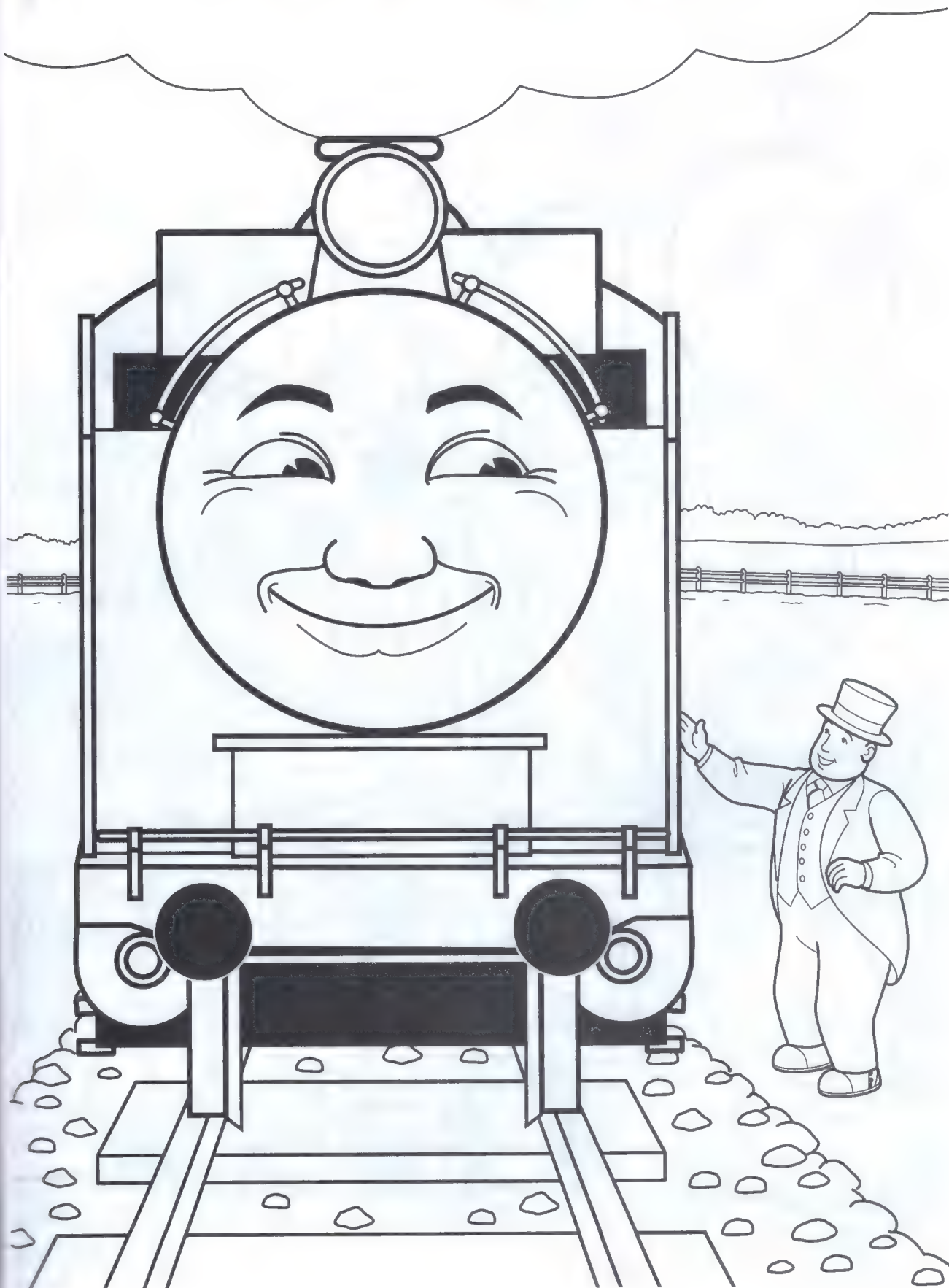


Which Hiro is different?

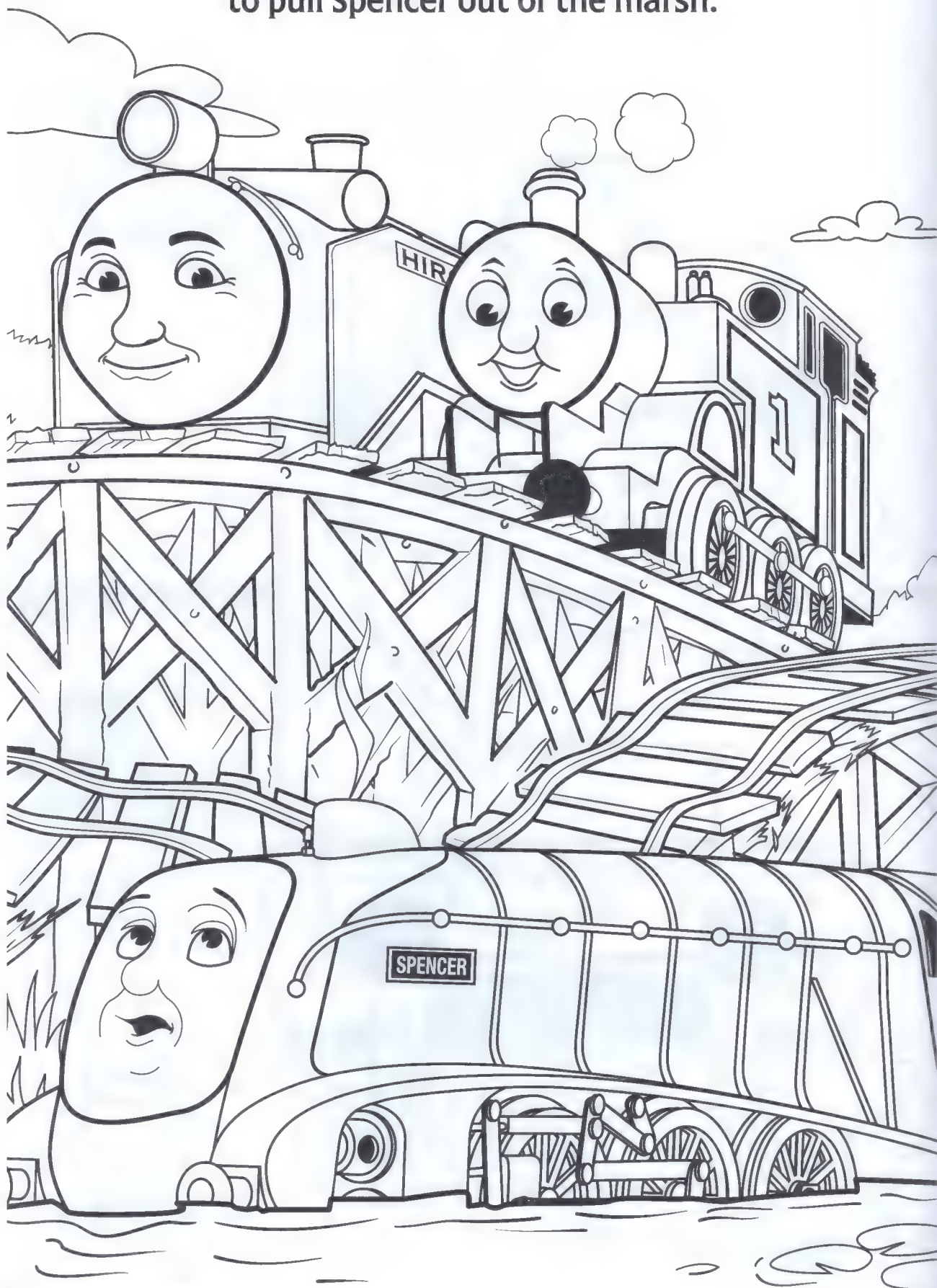


Your Answer

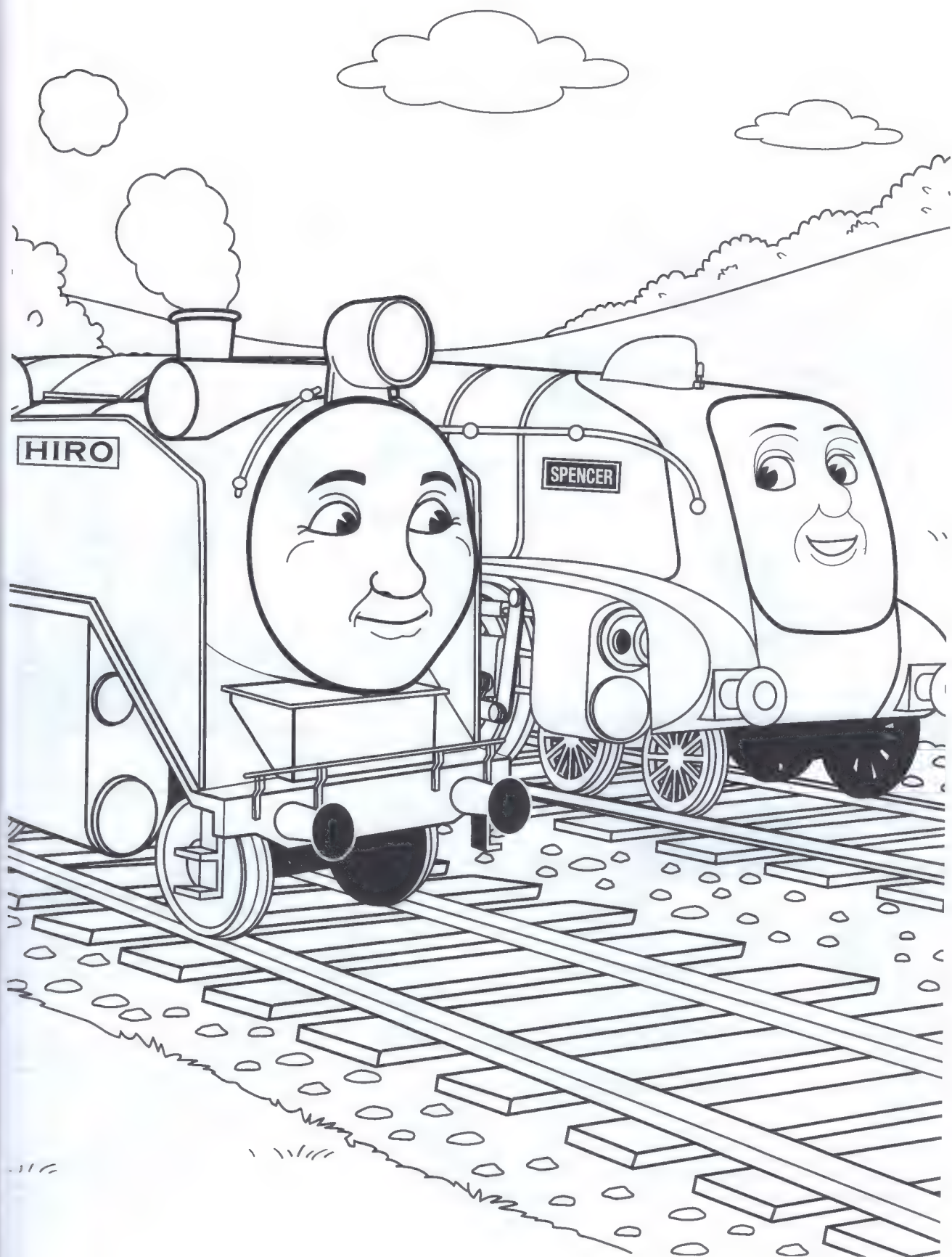
"Welcome back, Master of the Railway!"



Hiro is the only engine big enough
to pull Spencer out of the marsh.

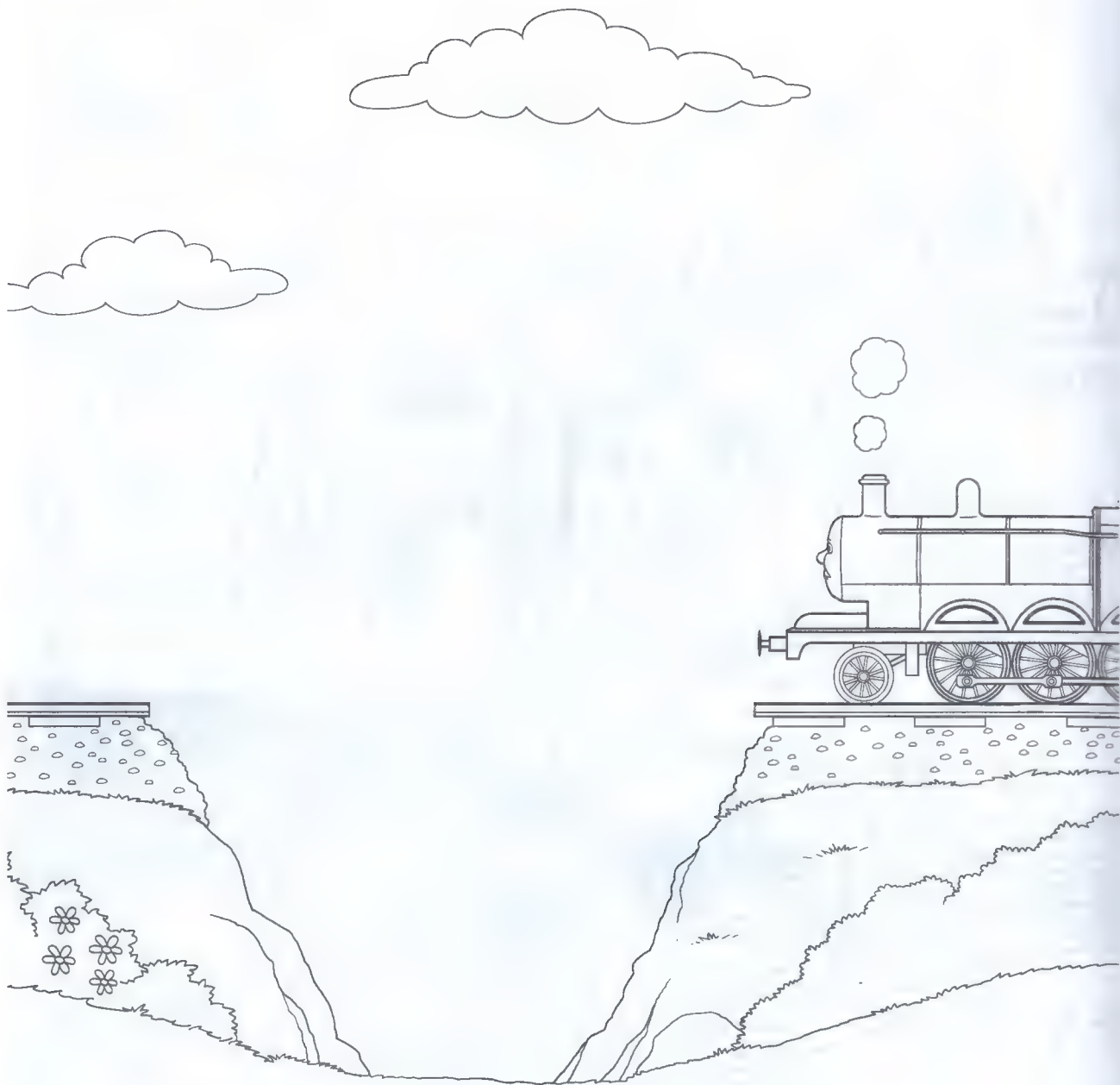


Spencer tells Thomas and Hiro
that he's sorry.

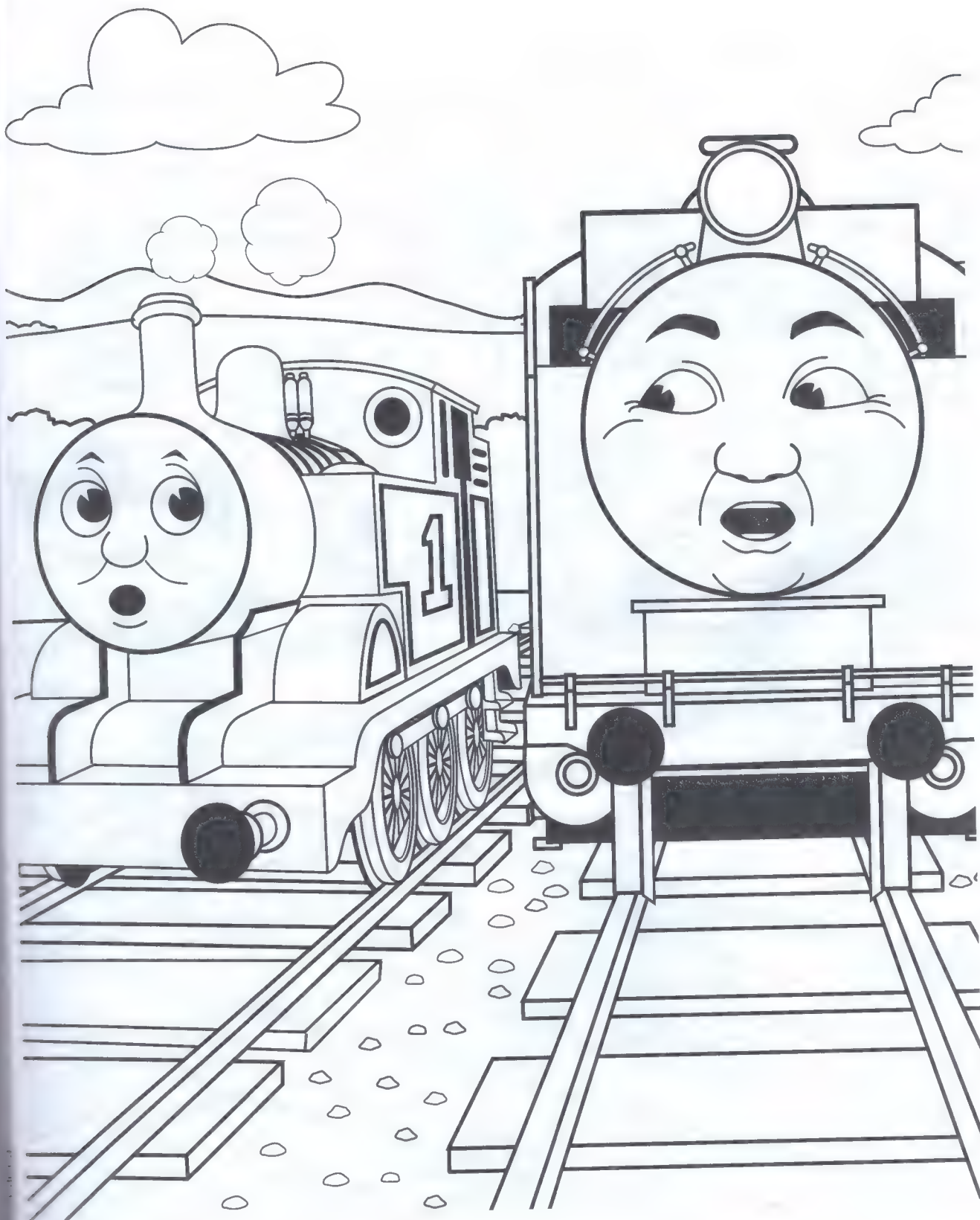


Blocked!

Draw a bridge so James can cross.



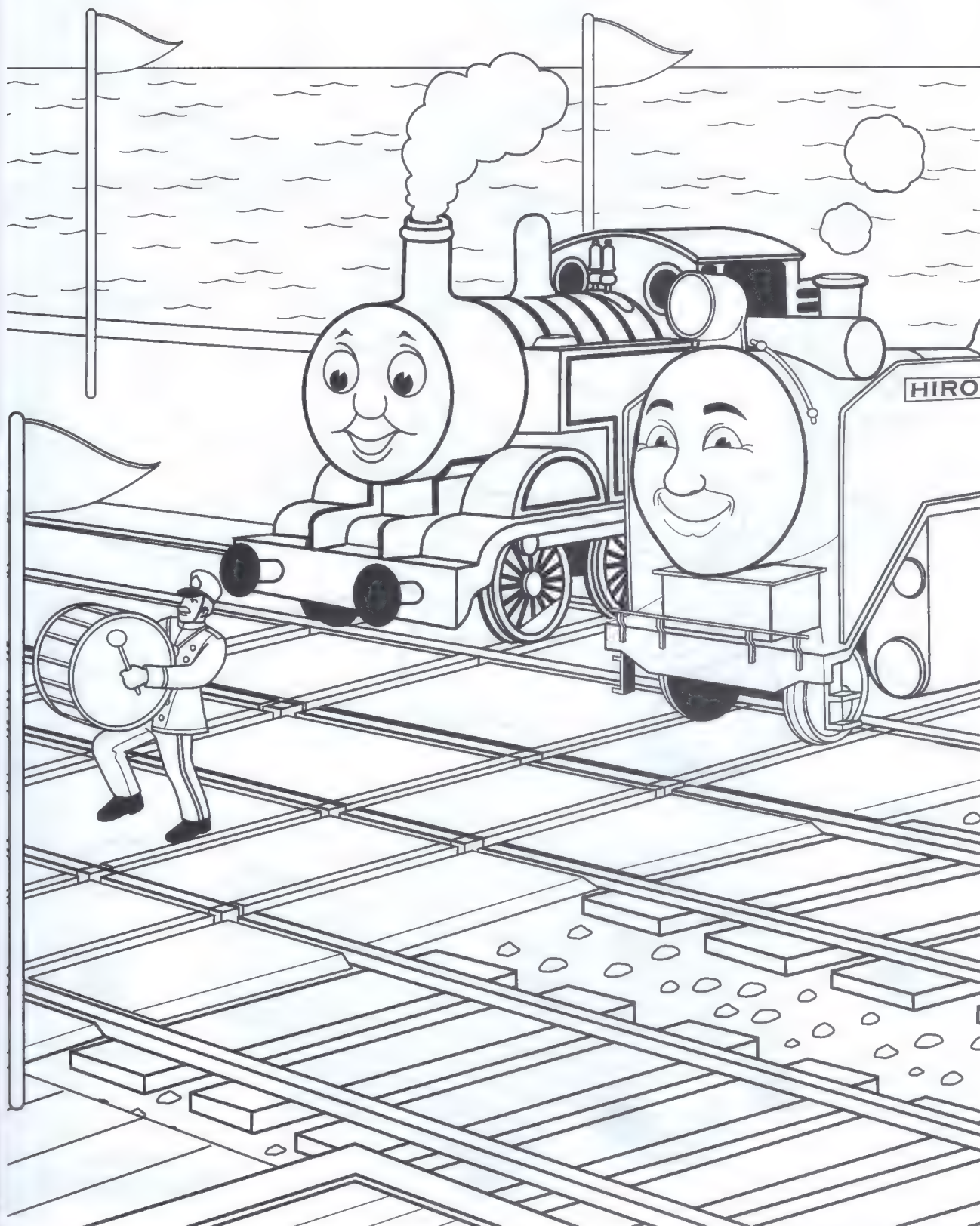
Hiro likes Sodor, but he wants to see
his old friends on his home island.



**Before Hiro leaves, all the engines
come to say farewell.**

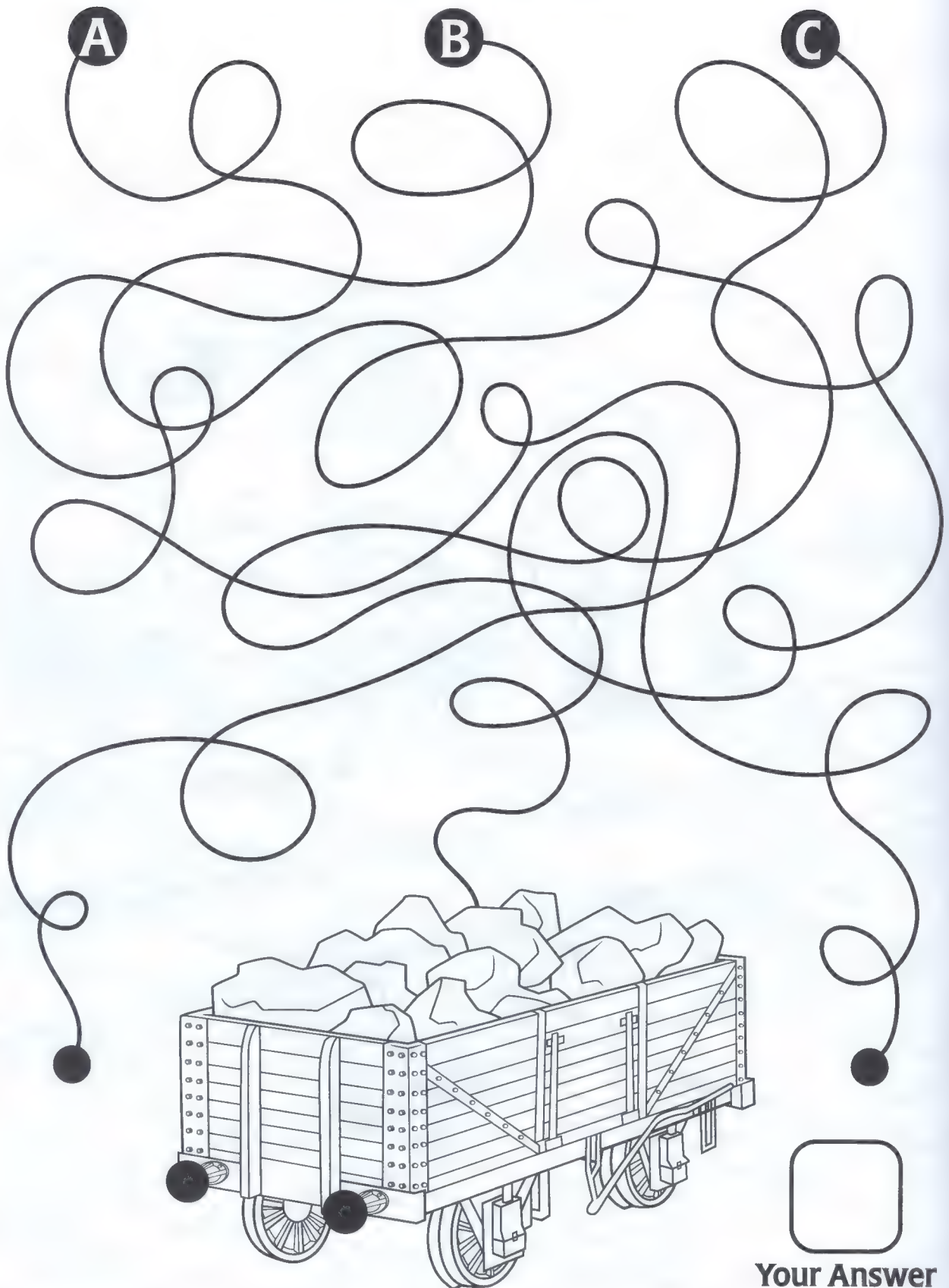


**"I will never forget what you did for me,"
Hiro tells Thomas.**



Load up!

Which line leads to the train car?



Your Answer

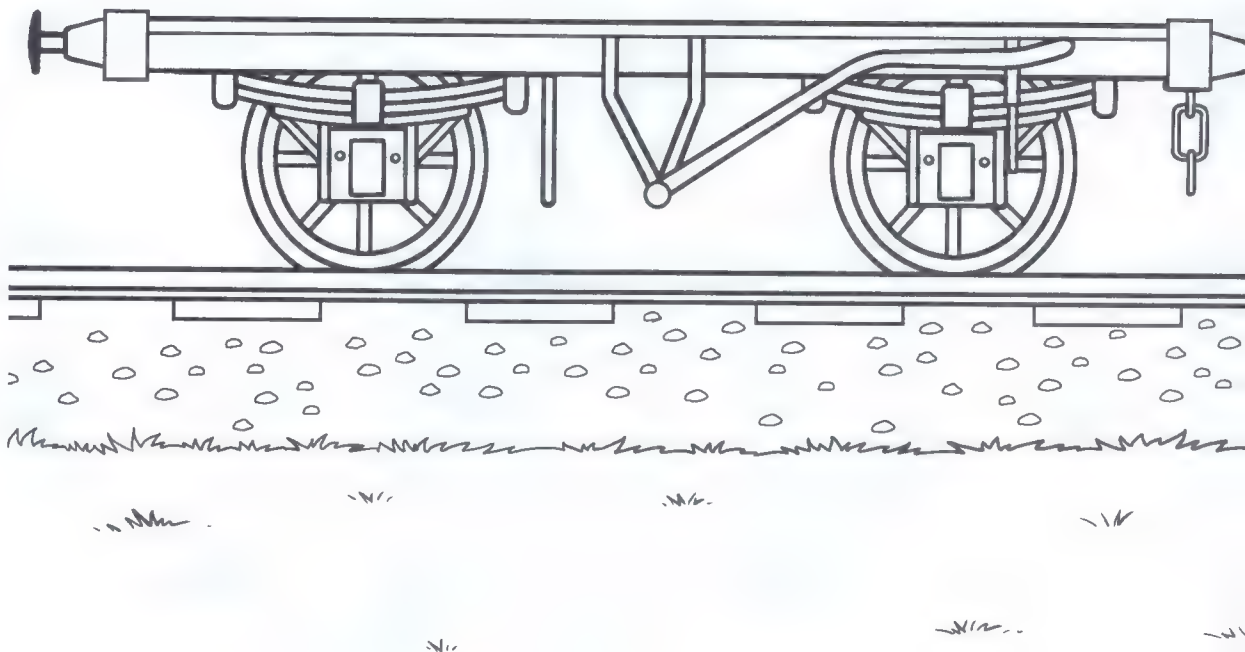
Hold on, Harold!

Draw something for Harold to carry on his winch.



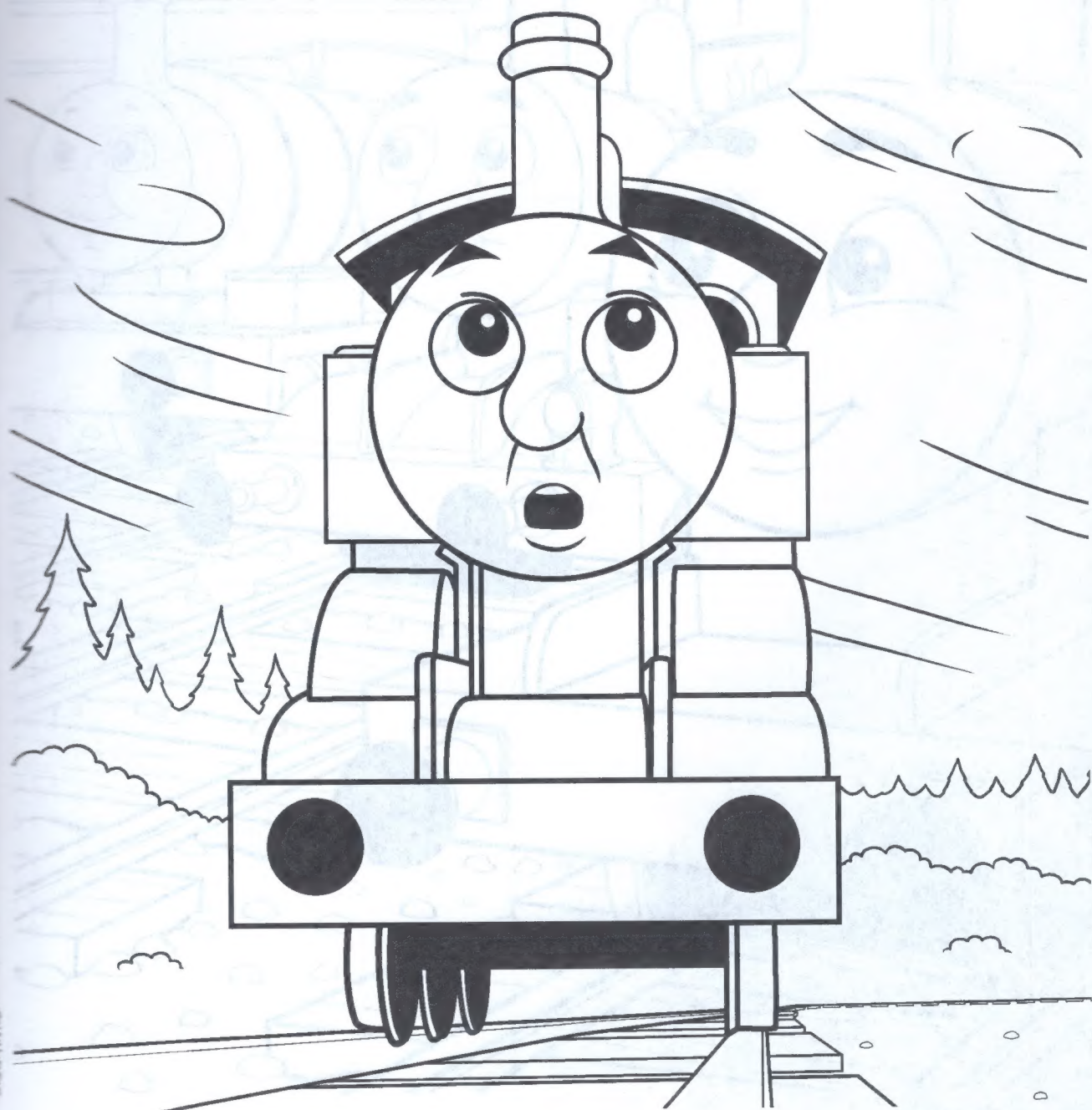
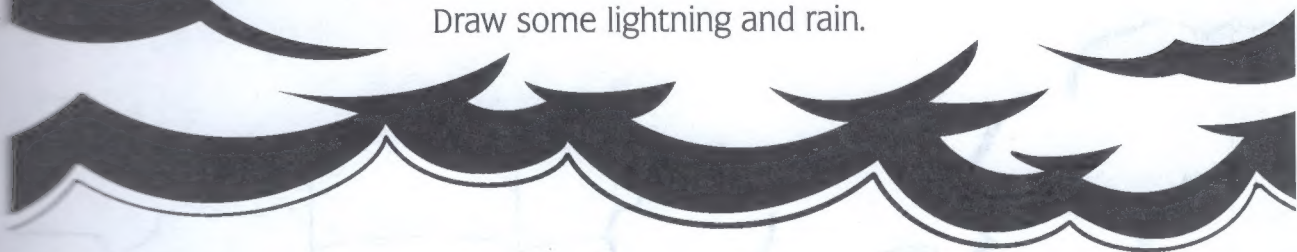
Thomas needs to haul a shipment of flowers.

Draw some boxes of flowers for him to carry.

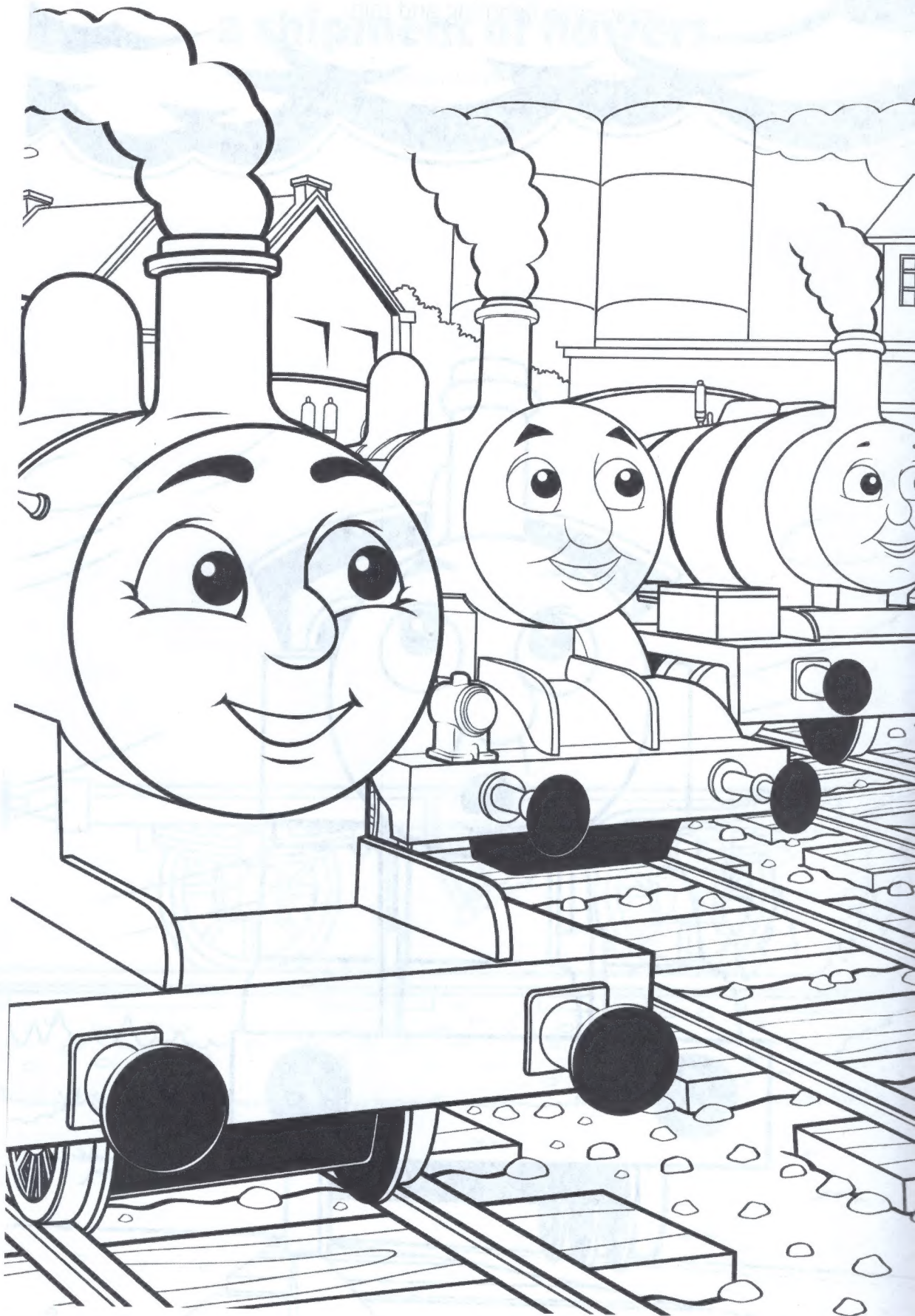


Oh—there's a storm!

Draw some lightning and rain.



"Come visit us again!"







ColorTivity®

Cut-out Puzzle



Directions

1. Ask an adult for help.
2. Cut out along the dotted lines.
3. Have fun scrambling the pieces and putting your puzzle together!



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